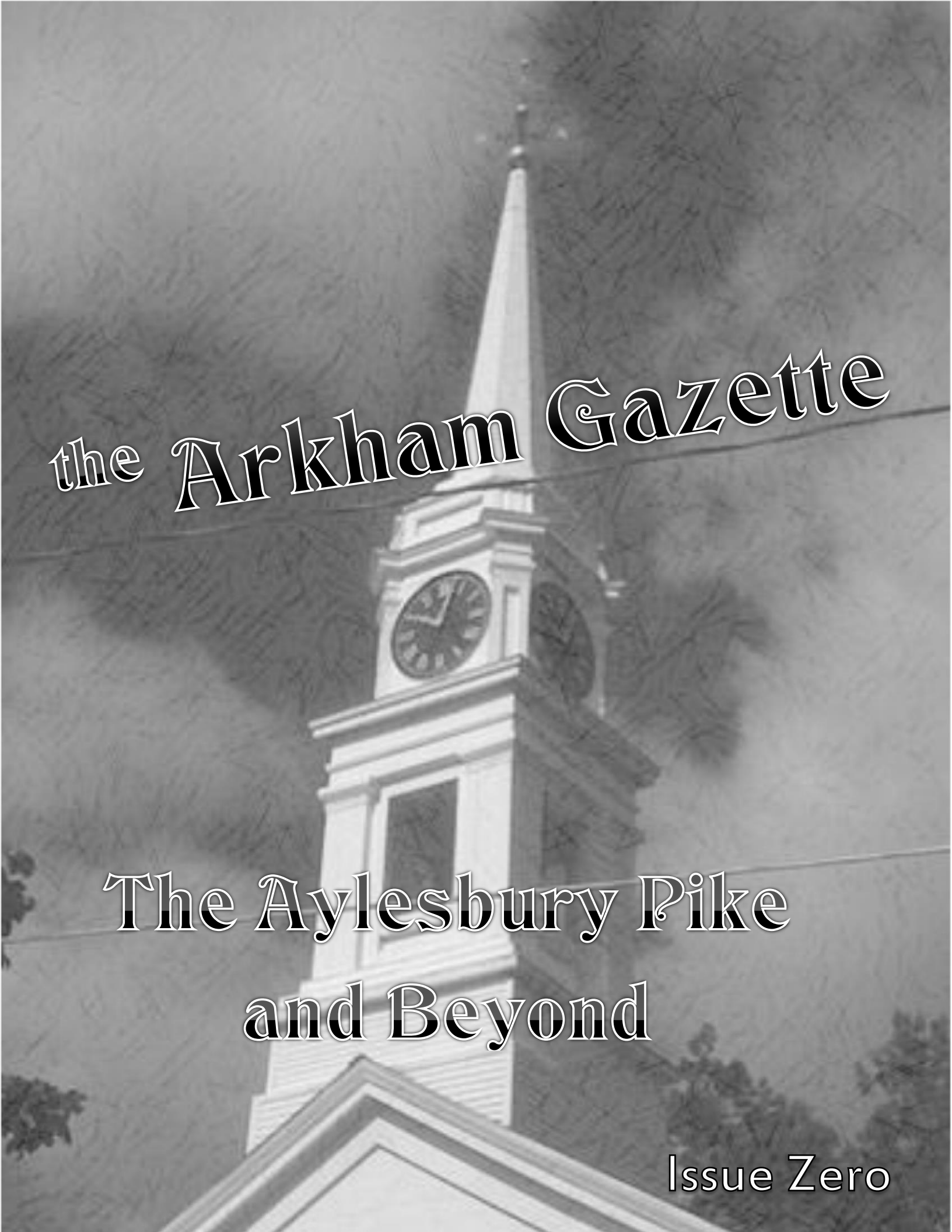

the Arkham Gazette
The Aylesbury Pike and Beyond
Issue Zero

The Arkham Gazette is the creation of Sentinel Hill Press.

August, 2013

All Rights Reserved.

Dedicated to the Memory of Lynn Willis

Call of Cthulhu *is Chaosium's role-playing game of wonder and horror. Citations, references, and quotations from Call of Cthulhu gaming material is done so in the spirit of collaboration that has marked Lovecraft's work since the very beginning and implies no ownership.*
Discussion of works published by other companies is done in the same collaborative spirit.

Submission Guidelines

The Arkham Gazette is a publication of Bret Kramer and possibly welcomes submissions. The focus of the Gazette is Lovecraft Country and submissions should have a strong connection to that fictive region and the real-world history and locations that informs it. It is recommended that writers be familiar with Lovecraft Country as it has been established in works like *Arkham Unveiled*. While consistency is the hobgoblin of small minds, we like those little 1 HD monsters; submissions that expand and improve Lovecraft Country rather than rewriting or reinventing it are more likely to be published. For more information see http://sentinelhillpress.wordpress.com/submissions/.

Submissions should be sent to ArkhamGazetteMagazine@gmail.com with words "Arkham Gazette Submission" in the subject line.

Payment currently consists of that warm feeling you get from helping others and perhaps improving your karma.

Credits

Contents: All written content by Bret Kramer

Photographs are either from author's personal collection or taken from the Library of Congress Image Database: http://www.loc.gov/pictures/

Maps: Drawn by Bret Kramer.

Special Thanks: Dr. Gerard and the crew of the Miskatonic University Podcast, Tom Lynch, Paul Maclean, and the Homunculus

- - - - - - -

Why yes, I am using Cristoforo, an expanded version of the Columbus font developed by Thomas Phinney.

See http://www.thomasphinney.com/ for more information.

Next stop, Lovecraft Country...

Welcome to the prototype issue of *The Arkham Gazette*, a concept dreamed up by Keith Herber and realized by Bret Kramer. *The Arkham Gazette* is intended for use by Keepers and players involved in Lovecraftian roleplaying games, especially those set in Lovecraft Country, those parts of a fictive version of New England created by the writer H.P. Lovecraft.

What I hope *The Arkham Gazette* can be is a resource for Keepers (and hopefully players) running games set in Lovecraft Country, by providing additional scenarios, encounters, locations, etc. as well as providing well-researched historical articles giving further depth to the already richly described (and Mythos-abundant) region.

With Miskatonic River Press withdrawing to its nightmare tomb beneath the waves, dead but dreaming, I want to do something to keep Keith Herber's dream for Lovecraft Country as a setting for Call of Cthulhu (and Lovecraftian role-playing more generally). I hope that you find the Gazette to be a useful resource for your games and a worthy addition to the setting.

Since this is, for now at least, a one-man show, I hope my readers will grant this little book the luxury looking home-made. I have attempted to emulate the format and style of the earlier books of the Lovecraft Country line, so if you find things looking a little old-fashion, that was my intention. For the time being, the Gazette will also appear as a PDF only, though I hold out hope of seeing it in print, if there is enough interest.

Feedback is very welcome. I imagine this book to be a message in a bottle, thrown out into the void; please throw something back.

But enough philosophizing and navel-gazing! Let us return to those witch-haunted towns where the eerie Miskatonic River flows, huddled under the time-worn eaves of houses old even when Governor Andros held office. Let us explore Lovecraft Country…

Bret Kramer
August, 2013

Table of Contents

New Place:

the Amos-Goodrich Cemetery {**4**}

From the History Books:

Highways in New England {**6**}

Deep Background:

the Aylesbury Pike {**8**}

New Person:

Curtis Sloan, Encyclopedia Salesman {**12**}

Curious New England:

New England's Petroglyphs {**14**}

Scenario:

the Chapochaug Tunnel Haunting {**27**}

An Encounter:

Mr. Pickett Goes a Huntin' {**42**}

Annotated Scenario Bibliography:

the Aylesbury Pike {**45**}



New Place –

The Amos-Goodrich Cemetery

East of Dean's Corners, set back from the Aylesbury Pike, investigators may catch sight of a rough fieldstone wall enclosing a small plot half-hidden in the tree line. A faded sign on the gate indicates it as the Amos-Goodrich Cemetery. It is a lonely place along the Aylesbury Pike, without any nearby habitations, and as such has become a place of rumors.

Description

The cemetery is the last remnants of the Amos and Goodrich family farms, established just after the revolution then later abandoned due to a combination of misfortune, poor soil, and better prospects elsewhere. Originally further from the road, a shift along one bend over a decade ago brought this forgotten plot into a wider view. The unmortared enclosing wall averaged about three feet in height and forms a rough rectangle about twenty feet wide and thirty feet deep. Entry is permitted by a single wooden gate (unlocked) but the wall is easily climbed.

Over two dozen gravestones, most of sturdy grey slate, mark the final resting place of members of the Amos and Goodrich families. The oldest date visible, belonging to Jacob Goodrich, is dated 1782 while the newest, for "Infant Daughter Goodrich" is dated 1834. The stones are in generally good condition, though several have begun to slump to one side or another. Surveying the stones, more than half belong to young children, something a *Medicine* or *History* roll indicates this ratio is higher than normal, but not outrageously so for the period. Most of the earliest stones cite the cause of death as smallpox. The gravestones are well-carved, depicting the usual soul effigies, busts, and urns, and can be identified as coming from the Lane family of carvers from Bolton.

The rear portion of the cemetery is boggy, especially after heavy rains. The cause is a small beaver pond formed several decades back when the furry builders damned a nearby brook. The grounds are mowed annually by a road crew as the property has reverted to public ownership; their goal being to prevent saplings from overtaking the cemetery rather than beautification. In summer and spring, the cemetery is populated by small animals, birds and chipmunks mostly, with a host of mosquitos arriving with the approach of twilight. By night there is a continuous chorus of frogs, cicadas, and night birds. In autumn the whole yard is buried in fallen leaves, while in winter, snow blankets the site.

While the vestiges of a wagon path can be found a few yards from the cemetery, little else remains of either the Goodrich or Amos farmsteads. A successful *Track* roll or a half-hour's search and a *Luck* roll will locate the

stone foundation of a farmhouse and barn along with a few fragments of decayed timbers. The ruins are unremarkable though remaining stone walls are unstable if climbed carelessly.

The whole site is somber, with a muffled air, and the only sounds being bird song, insect buzz, and the dampened sound of passing traffic from the Aylesbury Pike. The cemetery rests on ground lower than the Pike so at night headlights often play across the trees overhead, giving the place an unearthly look.

Common Knowledge and Rumors

Locals (including residents of Dean's Corners and some in Aylesbury; perhaps a few as far afield as Mayotteville, Foxfield, or even Bolton) are familiar with the cemetery from traffic along the Aylesbury Pike as the cemetery is visible from the road. Most know of it simply as a landmark along the Pike, albeit an unusual and lonely one.

Increasing automobile traffic has brought more visitors to the cemetery. Some of these are the curious, spending a few moments examining the mossy stones. Others have seen it as an isolated place for private rendezvous or romantic solitude. A few simply use it as a distinct landmark, useful for a brief meeting or convenient spot to leave certain contraband goods… bootleggers from Aylesbury and Bolton have taken note of the isolated spot and have begun to use it as a clandestine meeting point to transfer their illegal cargos from larger trucks into smaller vehicles. Conflict between competing syndicates is likely.



With increased exposure has come gossip and rumors of hauntings in the cemetery. Some claim they have seen unexplained lights floating between the gravestones by night or flitting in the nearby woods, while others claim to have heard strange voices or even the laughter of children. The Massachusetts State Police have dispatched several patrols to visit the old cemetery after receiving complaints of weird lights or shadowy figures briefly glimpsed within the walls of the old burying ground. Whether these odd occurrences and sightings are based in fact or due to mundane circumstances is left to the Keeper.

Keeper's Options

The most likely explanations for the strange sights and sounds in the cemetery come from mundane sources. The strange lights are simply reflections from passing headlights playing off the flat (and often dewy) gravestones and white birch bark of the nearby trees. The marshy ground nearby might produce "marsh gas", causing odd lights of a no-less natural nature. These lights might instead be signals from one or another group of bootleggers, looking to alert their fellow criminals.

Weird sounds and voices might be overheard lovers trysting in the nearby woods or pranksters hiding behind the low stone walls or one of the many overturned trees. Local wildlife might be mistaken for otherworldly horrors – whippoorwills, an owl, or a nightjar might startle the unwary, while mockingbirds, cats, and other animals might be mistaken for laughter or a weeping infant. Hushed voices might also be one or more bootleggers, either laying low and hoping to avoid detection or planning to do harm to the overly curious.

There might be some truth to the rumors. The Amos and Goodrich families clearly suffered much in their time on earth. Perhaps one or more spirits linger. Use the statistics for Ghosts (MM p. 252-3) or Lumens (MM p. 59).

From the History Books:

New England's Interstate Roads

The Rise of the Highway

The 1920s saw a tremendous expansion in automobile traffic – not just short trips within cities but, increasingly, trips between cities and even states. The decade also saw the development of the first truly inter-state road system, linking the whole of New England with an every-growing web of asphalt.

This road network supplanted the early ad-hoc system of streets, turnpikes, and post roads that had developed in the period after the revolution. The widespread adoption of the railroad by the mid-19th century led to the decline of long-distance road travel, leaving roads, though connecting immediate towns, to be primarily for local traffic only. Even at the dawn of the 20th century road conditions were generally poor – the first transcontinental automobile crossing of the United States in 1903 took sixty-four days.

The beginnings of the modern highway system, oddly enough, came from the popularization of the bicycle after the Civil War. Unpaved roads and even improved macadam (compacted stone) roads proved difficult for the early bicyclists. Beginning around 1880 the Good Roads movement, largely spurred on by bicyclists, began to apply pressure to politicians for improvement in inter-city roads. In 1893 New Jersey became the first state to use state funds for road improvements. Massachusetts soon followed, establishing the Massachusetts Highway Commission in 1895.

With the development of the automobile around this time, pressure continued to mount for road improvement and expansion. The first transcontinental road in the United States, the Lincoln Highway, which ran from San Francisco to New York City, was completed in 1913.

In 1916 the first Federal Road act was signed into law by President Wilson, who had included road improvements has part of his campaign platform. Federal funds spurred state investment, resulting in a rapid expansion of interstate roads. Bolstered by a further Road Act in 1921 and improved construction machinery such as the steam roller, highway construction increased exponentially throughout the decade.

Initially these roads were classified as "Auto Trails" each with a unique name and road markings. In New England these were the Atlantic Highway, The Theodore Roosevelt International Highway, and the Yellowstone Trail.

In 1922 this system was replaced with the New England Road Numbering System. Names were replaced by numbers, with the numbers being retained across state lines and with numbers corresponding roughly to their direction – even numbers North/South, odd East/West. One- and two-digit numbers were assigned to major routes while three-digit numbers were used for lesser roads.

This system was replaced by a national version of what New England had instituted in 1926. The United States Numbered Highway System reversed the numbering scheme of the New England system, with North/South routes receiving odd numbers and East/West routes even.

Impact on Play

Readers may be wondering how this information might be made use of in their games. The rapidly expanding highway system of the 1920s can have an effect on investigators is a variety of ways.

With the increased reach of roads, investigators are more likely to travel by automobile to reach their destinations. This can simplify the Keeper's job, as movement between scenario locations can simply be hand-waved. Remember that while road quality on highways is markedly better, automobiles of the era have top speeds well short of our modern expectations – the Model-T only has a top speed of about 45 mph. These roads were also, at best, limited access roads and not true interstate highways with ramps and interchanges. Roads often pass directly through towns, resulting in frequent turns and stops (and a good chance of a missed turn). The roads are also shared with slower moving vehicle, even horse drawn wagons.

Encounters can also occur en route during a scenario, including those tied to the scenario and those provided more for 'color' or to build hooks to future scenarios. Service stations, hitchhikers, roadside breakdowns, farm stands… all provide encounter potential. Ditto for children dashing into traffic, stray animals, or minor accidents. All offer ways to introduce information, individuals, and locations into the game. A passing motorist might scare off a beast about to finish a wounded investigator…

Of course, Investigators are not the only ones who can make use of the new roads. Cultists can range farther to find their victims, transport a stolen tome in less time, or travel to and from their occult gatherings rapidly.

Scenario Hooks

- A road crew working to straighten out or improve a roadway uncovers a burial site, an ancient artifact, or an accursed spot.
- A terrible accident results in several fatalities… it should have killed everyone involved but one passenger survived without serious injury. How?
- A sedan is found off the road, engine running, lights on, doors locked. No sign of the passengers can be found. Where are they?

Mile Markers and Road Signs

Before the advent of GPS, travelers depended on clearly marked roadways. While modern drivers complain about the lack of signage in New England, the region was actually at the forefront of providing helpful road markings for drivers.

Beginning in 1915 roads were marked with banded poles painted to indicate their route – blue poles for North/South, red poles for East/West, and yellow poles for other. Unfortunately only Connecticut, Maine, Massachusetts, New York, Rhode Island, and Vermont used this system; New Hampshire and Vermont used different color schemes.

With the adoption of the New England Highway Numbering System in 1922, numbered signs began to be used. They were square yellow signs with black lettering. As previously stated, numbers were usually based on the direction of the road but major auto trails, such as the Lincoln Highway, were given letters instead.



In turn this system was replaced in 1926 when the United States Numbered Highway System was implemented. While retaining the general organization of the New England system the national system replaced the square yellow signs with shield-shaped signs of white with black lettering. Route numbers were also reassigned, sometimes causing prolonged confusion.

Deep Background -

The Aylesbury Pike

A History of the Pike

Before there was an Aylesbury Pike, there were a series of marginally kept stage-coach roads leading from Essex and Middlesex Counties into what would become Aylesbury County. In turn these roads were usually simply improved upon Native trails, foremost of these being the Old Miskatonic Carriage Road.

Lacking a direct route between the site chosen for the newly planned town of Aylesbury and Arkham (and thus markets beyond for the town's textiles), the city fathers of Aylesbury made plans for the construction of a turnpike between the two locations simultaneous to planning their new community. The state legislature approved the creation of The Aylesbury-Arkham Turnpike Corporation in the fall of 1803.

The route, set by Aylesbury's founder Elihu Beckwith, ran an almost perfectly straight course south of the Miskatonic River, from newly designated Aylesbury Common to River Street in Arkham; the city fathers of Arkham politely but firmly declined his request to have the new pike cut through existing streets directly to their own Common.

Construction of the Aylesbury Pike proved difficult, especially due to Beckwith's insistence on an unerringly direct route to Arkham despite issues of geography and cost. The drovers and teamsters who used the Pike were less interested in Beckwith's desired route as they were in the easiest path so in several places the roadway as designed was simply ignored and bypassed for more convenient ones.

Unlike some of its competitors, the Aylesbury Pike returned a respectable profit via its comparatively low tolls, at least for the first few decades of operation, especialy from the dependable finished cloth trade to Arkham.

Mile Posts on the Pike

The Aylesbury Pike is unique among the various turnpikes of the period for having stone distance markers every mile along the entire route. These markers were carved in Aylesbury of local granite taken from a quarry at the base of Zaman Hill. Tapering slightly from base to top and capped with a peak, each also bore a copper lightning rod as well – a somewhat superfluous feature considering the stones were universally four feet tall and three feet across. Each was marked with the remaining distance to either Arkham or Aylesbury, depending on the side of the stone viewed.

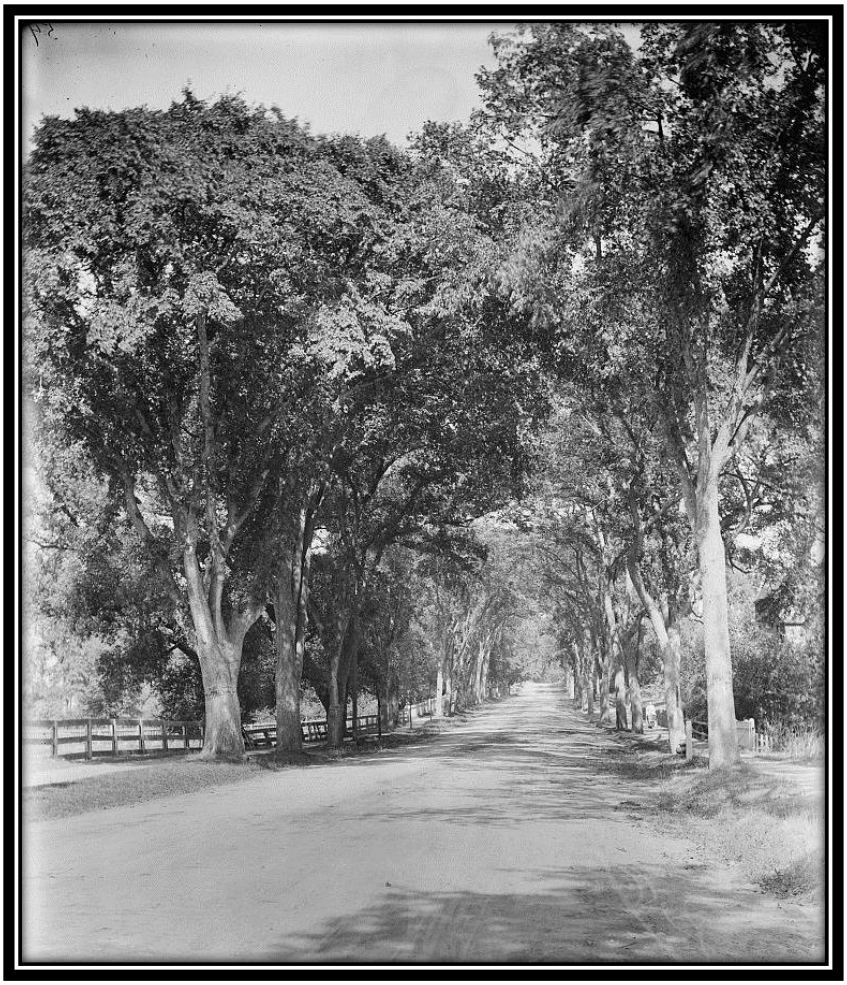
With the dissolution of the Turnpike Corporation, mile posts fell into disrepair, often being stripped of their copper. Some were removed to allow for the road to be widened, to be reused in other construction, or by vandals while others were simply lost as their portion of the Pike was rerouted. By the modern era only a few remain in place, most notably a stone on the eastern outskirts of Aylesbury.

One stone, damaged by vandals and removed for its preservation, is kept in the basement of the Arkham Historical Society, and can be viewed by request. This stone stood about two miles west of Arkham in Billington Woods; curiously on the base of the stone, on the portion that was beneath the ground, was carved an as yet unidentified symbol. Whether this inscription was standard to all of the mile markers or unique to this stone is unknown.

Financial mismanagement led to a decline in upkeep which in turn led the state to dissolve Aylesbury-Arkham Turnpike Corporation in 1835. Upkeep of the road fell to the various towns that the route passed through. There were hopes that the Pike would be supplanted by a rail

line to Arkham but this would only be completed in 1858.

Today the Aylesbury Pike is a well-travelled road, though far from the busiest route in the state.



About the Pike

In 1926 the Aylesbury Pike was officially designated as Massachusetts State Route 17, though in most places locals still refer to it by the old name and give visiting motorists confused looks when they call it anything else.

The Pike's route, though no longer quite as Elihu Beckwith laid it out in 1803, still runs along a similar path, now adjusted to avoid steep grades and to bring it closer to some towns along the route. Cement post and cable guard rails line the Pike in swampy areas or where the drop off is too steep. Drainage ditches line the sides outside of settled areas, likely breaking the axle of any cars veering off the roadway.

Outside of larger towns like Arkham and Aylesbury where it is paved in asphalt, the Pike is paved with tar-sprayed macadam . A stopgap until the state pays to have the length of the Pike repaved with asphalt, the tar coating needs to be reapplied frequently leading to potholes after cold weather. Complaints are frequent but little will be done until the WPA takes up the project in 1935.

The Massachusetts State Police have a barracks in Aylesbury as well as Danvers. The county sheriffs of Aylesbury, Middlesex, and Essex Counties also police the route. The State Police in particular are active in enforcing the rules of the road on the Pike, assisting motorists, and responding to accidents.

Traffic along the Pike is moderate and steadily increasing as cars become more common, though at night the road grows lonely and passers-by infrequent. At certain intersections accidents have become increasingly common, enough so that drivers familiar with the road take extra caution when approaching them or even avoid those spots altogether.

With the advent of the telegraph (and later the telephone), lines were installed along the original route of the Pike, making use of the path originally cleared decades earlier. Massachusetts Bell linemen are routinely called into repair this section of the system due to unexplained surges and unusually frequent lightning strikes. No explanation can be found for this ongoing problem and the company is considering installing additional lines elsewhere.

Along the Pike

The Aylesbury Pike begins in Aylesbury and terminates in Arkham, passing through or near dozens of Massachusetts towns and villages, large and small. While often there is wisdom in glossing over travel between two points during play, sometimes it is worthwhile to describe the passage.

Arkham

The Aylesbury Pike begins at West River Street along the Miskatonic River in Arkham. Signs for State Route 17 are visible as are street signs for Aylesbury Road… which is not the Pike, causing more than a little confusion to inexperienced drivers. Landmarks along the way are the Old Wooded Graveyard and Hangman's Hill on the south side of the road as well as Miskatonic University's athletic field. The Pike next passes through Billington Woods, a lonely forest with only the occasional unpaved side road or small bridged streams.

Danvers

The Pike next passes through the outskirts of Danvers. At points the dark bulk of Danvers Asylum is visible from the road. At the hamlet of Pierce's Corner, the Bolton Road branches off from the Pike. There is an Esso station and Howland's, a family run service station, both furiously competing for business. To the west, the James River joins the Miskatonic at a broad marshy area known as Meeker's Swamp, necessitating a raised causeway for the Pike over a mile in length.

Middleton

Traffic can slow here due to several large crossing streets but mostly this town is a pleasant farming community.

North Reading

One of the worst points of congestion on the Pike occurs here; Union Rotary, where Route 28 meets the Pike, is a frustrating bottleneck during peak traffic hours. The town's selectmen seem content to leave this annoyance in place despite petitions from trucking companies and individual drivers. Accidents are common (a failed *Luck* roll requires a *Drive Auto* roll to avoid a near miss or a collision if the roll is fumbled).

Wilmington

Numerous small streams necessitate more than a dozen bridges here; the largest of these crosses the long disused Middlesex Canal, a frequent dump spot for those uncouth enough to hurtle trash from a moving vehicle. The Miskatonic runs close to the Pike at several points; fog can especially be a problem.

Billerica

(Pronounced "Bill-rick-ah") Across the Miskatonic small wooded hills are visible; this is Foxfield, which is about three miles distant. A new state-built bridge crosses the Miskatonic here; the Foxfield Road leads that sleepy village and the eastern parts of Tewksbury.

Chelmsford

Passing by Pine Ridge Cemetery, the Pike skirts the northern side of Chelmsford Center. Police direct traffic at several intersections. The Miss Chelmsford Diner, where the Boston Road (aka Route 4) crosses the Pike is an excellent place to have a cup of coffee, eggs, and toast.

Westford

The land begins to grow increasingly hilly and farms and homes become sparser. The Pike is forced to take several wide bends to avoid large ponds and steep inclines.

Groton

A southerly bend takes the Pike south of Groton center, girded on both sides by rough stone walls. To the north atop Gibbet Hill, one of many hills in the area, is visible the stone tower of the Groton Private Hospital, a sanatorium for tuberculosis patients.

Lunenburg

The Pike crosses a corner of the rural town, a side road well-marked with signs points the way though their emphasis is on the fine produce available at the Pendleton Country Store half a mile distant.

A lonely stretch

Travelers rarely wish to linger long in the stretch of the Pike between the Lunenburg Road and Dean's Corners. The Miskatonic again draws near to the road, while the farms grow more distant, and farmers more reclusive. Rumors of strange lights (see the box on this page) and odd creatures are not uncommon.

Dean's Corners

Dean's Corners is a welcome respite with its filling station, church, and small inn. The mile-marker sign remains intact. A few unfortunate travelers mistakenly take the wrong fork (it is supposed to be marked but vandals keep removing the sign) west of Dean's Corners and have the misfortune of visiting to the north Dunwich.

Aylesbury

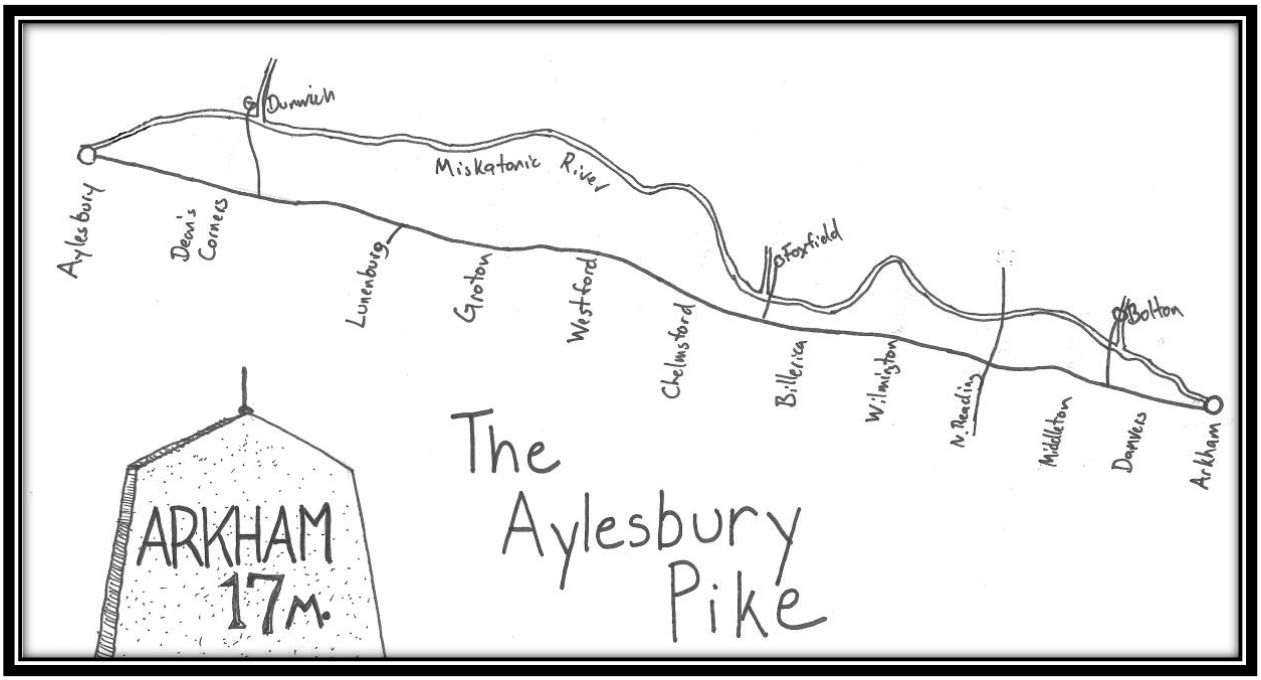
After passing the substantial edifice of the Marsh Country Store, the Pike passes several substantial hills before reaching Aylesbury, though the new route does its best to avoid the worst of these rises. The Pike does retain the one substantial bend laid out by Beckwith around the looming mass of Zaman's Hill. The Pike becomes Perseverance Street in Aylesbury and reaches its terminus at the Green.

The Aylesbury Pike 'Ghost Lights'

East of Aylesbury, along a rather desolate stretch of the Pike between Shirley and Dean's Corners, there have been reports of unusual lights alongside (or sometimes even running along) the road. Motorists claim to have seen the lights just before an accident, often swerving into oncoming traffic as if to force their car off of the road. Others have reported being chased by the lights for over a mile. The Aylesbury Transcript has run several short articles about run-ins with the lights in the past few years.

The State Police have been consulted but believe the 'lights' to simply be reflections of the headlights of other vehicles in the distance. Privately there is concern that rum-runners are using this area to exchange their wares. So far patrols have been unable to find the cause of the lights.

(see "Watcher in the Valley" in *Tales of the Miskatonic Valley*)



New Person –

Curtis Sloan, Encyclopedia Salesman

Keeper's information

Curtis Sloan, aged 55, is the representative of the Canadian-American Encyclopedia Company. Responsible for a region covering northern Massachusetts and southern Vermont and New Hampshire, Mr. Sloan is a frequent visitor to the cities of Lovecraft Country (save perhaps Innsmouth). He will typically set up shop in a hotel and spend up to a week making sales calls on likely customers, and, if sales have been poor, cold-selling door to door.



Curtis Sloan is also an agent of the Vermont Mi-Go, dispatched to protect their interests in the region. This may include monitoring former Mi-Go installations, spying on humans who have become aware of the Fungi's presence, or any persons of phenomena that have warranted scrutiny.

Appearance

Mr. Sloan can be charitably called plain, with a thin face and slightly disproportionate ears and nose. His eyes a small and watery, framed by a pair of circular eyeglasses that suggest his vision is quite poor (in fact, like all his senses, it is slightly better than human normal). He wears inexpensive, careworn suits, and carries a battered but sturdy pair of bags, one for paperwork, the other with book samples (along with lock picks, notebooks full of curious short-hand notes, and other weird sundries as needed.)

Personality

Sloan is a nervous little man, who alternates between bursts of gregarious patter (when selling his encyclopedias, reference books, atlases, practical guides and the like) and clipped one word answers (when asked to speak on topics outside of his wares or the weather). He is a passable salesman, eager and helpful to a point... In conversation, his unblinking direct eye-contact is only slightly less off-putting than his quiet mumbled affirmative "yes" while listening to others. He seems to subsist on a diet of hot black coffee, cheese sandwiches, and hard candies that fill his pockets.

Sloan's activities:

Despite his secret purpose, much of Sloan's time is actually spent as a human salesman, albeit one with recurring memory lapses. He moves from town to town frequently so his sudden disappearance or appearance is not considered all that unusual.

It is entirely possible that there are more than one 'Sloans' available to the Mi-Go should something unfortunate happen to one of them. Investigators encountering a second (or third…) Curtis, especially if they know him to be dead, might suffer a loss of 1d2/1d6 points of Sanity.

Mr. Sloan in Play:

The Keeper is encouraged to introduce Mr. Sloan early in a campaign to reinforce the appearance of normalcy, perhaps as a briefly encountered hotel guest, a taciturn diner at a lunch counter, or a fellow bus passenger. Sloan is socially awkward in normal conversations but ruthless and unsympathetic should he be assigned to a task by his fungoid masters. Investigators who have discovered Mi-Go artifacts or their secret sites might discover Mr. Sloan rifling their rooms, stealing or destroying evidence, or even find themselves unexpectedly threatened into silence by the unassuming salesman.

Curtis Sloan – Man in Brown

STR: 11/19† INT: 14 CON: 12‡

DEX: 14 AP: 9 SIZ: 10 POW: 6 EDU: 13 HP: 11*

† Sloan can, in an emergency, call on a reservoir of superhuman strength for 3d10 combat rounds.

‡ Sloan is resistant to poisons and toxins. Should he ever fail a CON check, Sloan will suffer the normal effect of the substance for (POT – 12) minutes up to and including death. Once that period passes, his inhuman metabolism adapts and he recovers at one hit point per hour until at full health.

* Sloan also recovers from physical damage at a far faster rate than normal, regaining 1 hit point every two hours until at full health. This makes him voraciously hungry. Regeneration occurs even after death unless he suffers his CON x 2 in total damage.

Sanity: 30**

**Sloan's mind has been repeatedly removed, examined, and tinkered with by the Mi-Go. His current Sanity only reflects how much strain his psyche can sustain before he reverts to an emotionless automaton. Should he suffer a shock, including exposure to the Mythos or discovering evidence of his inhuman nature, Sloan will lose all pretense of human identity for the duration of his temporary insanity, focusing instead of immediate self-preservation, be that by fleeing, hiding, or fighting. Once the insanity passes "Sloan" will reassert himself with no memory of recent events and a fully restored 'Sanity'. Indefinite or greater Insanity causes Sloan to immediately return to his alien masters in the Vermont hills; if that is not possible he will commit suicide by whatever means are available.

Attacks: Fist 50%, damage 1d3 (1d3+1d4†)

Pocket knife 60%, 1d2+1 (1d2+1d4+1†)

Skills: Chemistry 80%, Climb 75%, Demolitions 55%, Electrical Repair 95%, Hide 60%, Jump 80%, Mechanical Repair 95%, Persuade 10%, Quote Encyclopedia Entry Verbatim 100%, Sneak 90%, Spot Hidden 70%, Stare Unblinkingly 99%

Curious New England –

New England's Petroglyphs

> Of the Indians Reading and Writing is altogether unknown to them, tho' there is a Rock or two in the Country that has unaccountable characters Engrav'd upon it.
>
> **-Cotton Mather**

There are many signs pointing to the Native peoples who once fished in New England's streams, trod its pathways, and dwelt beneath its trees. While homes and fields might be plowed under and people driven from the land, while place names may be changed or forgotten, here and there on the rocks of New England, are signs that still remain.

The inscriptions created by the Native American tribes inhabiting New England were made using stone tools, usually simply striking the inscribed surface with a pointed piece of a harder stone. Metal tools were unknown until the arrival of English colonists; indeed, one of the distinguishing features between Native inscriptions and later ones is the use or non-use of metal tools.[1] Carvings tend to be no more than 1/3 of an inch deep with irregular edges. Often petroglyphs were created near water, though it is unclear if this was done intentionally or as a byproduct of the fact that their creators tended to travel and live close to water.

Petroglyphs have been found in every state in New England and have been the subject of popular attention since the 18th century. It was common to ascribe their creation not to Native Americans but to whatever historical hobby-horse was in vogue in that era, be it the Vikings, Phoenicians, Irish Monks, Templars, one of the Lost Tribes of Israel, Portuguese explorers, etc… Despite the best efforts of revisionists and advocates for fringe history, there has been no proof that any petroglyphs were created by anyone other than Native peoples.

Petroglyphs usually depict stylized humans or animals; these include fish, moose, deer, owls, and even what are thought to be mythological figures like the Thunderbird or dragons. Purely abstract geometric inscriptions, sometimes of great complexity, have also been discovered. Meaning can only be inferred in most cases; the scholar Edmund Delabarre (see page 25) proposed that petroglyphs are a kind of Rorschach test upon which we project our ideas about the people that created them rather than any particular message carved into the rock.

Notable Sites

Dighton Rock (MA)

The first petroglyphic site discovered by Colonists (and the best known) lies in a tidal estuary along Narragansett Bay, west of what is now Berkley, Massachusetts, where the Taunton River empties into the bay. Called Dighton Rock, this sandstone boulder measures 11 feet long by 9 ½ feet wide by 5 feet high and was

[1] Of course, other pre-historic peoples like the Hyperboreans (or pre-human races like the Serpent People) would certainly have used more durable tools, adding plausible reason for academics to claim their inscriptions are hoaxes.

one of many similar stones deposited by the receding glaciers tens of thousands of years previous. The stone, often partially submerged by the tides, has numerous inscriptions on the side facing the water. The first Colonist to document the stone was Reverend John Danforth, who ministered to the natives. He made a sketch of the inscription:



(It is thought that Danforth saw the stone partially submerged during a high tide since his sketch only includes the top portion of the inscription.) The rock became the subject of much speculation after 1690 when Cotton Mather included it in his *The Wonderful Works of God Commemorated* which provided a description of the rock and an illustration, saying in part:

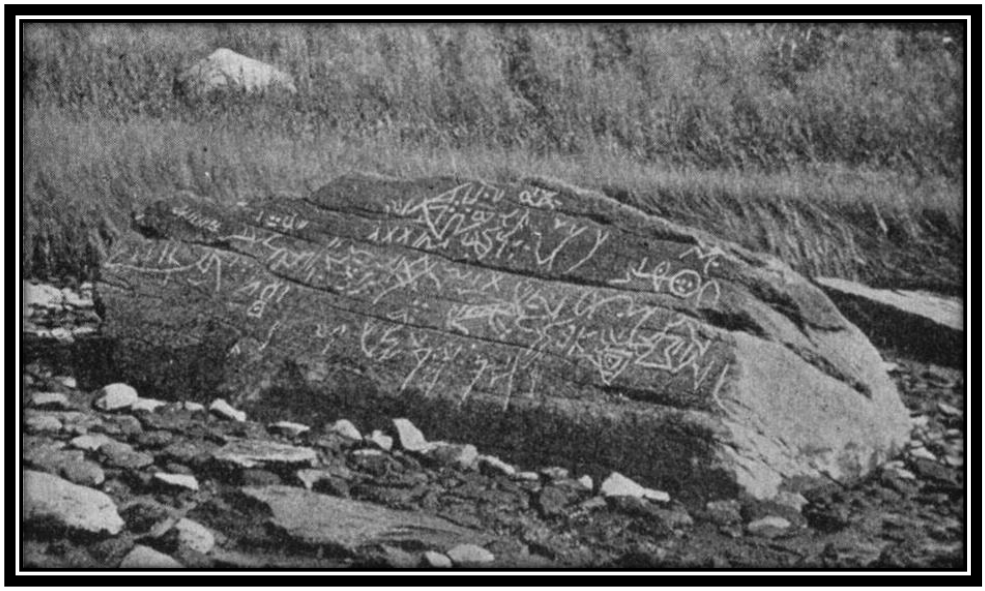
"[T]*here are very deeply Engraved, no man alive knows How or When about half a score Lines, near Ten Foot Long, and a foot and half broad, filled with strange Characters: which would suggest as odd Thoughts about them that were here before us, as there are odd Shapes in that Elaborate Monument*"

Mather had not actually seen the rock himself, but his mention of it kicked off more than two centuries of speculation as to the origins and meanings of the stone, including the Phoenicians, Carthaginians, Hebrews, Norse, Portuguese, Chinese or *even* Native Americans.

During the 1920s there is no consensus as to the origins or meanings of Dighton rock. While many viewed it as a product of the Native peoples (though frequently suggesting the lines had no meaning and were simply a product of boredom), others felt that it had to be the sign of some passing explorer from antiquity, with Norsemen or Phoenicians being the two most popular theories.

The newest theory regarding the rock was presented by Delabarre (in academic papers starting in 1916 and in a book in 1928). In his work he suggested that Dighton Rock was inscribed by Miguel Corte-Real, a Portuegese explorer thought lost in 1502 during an expedition to Newfoundland, as a notice to those looking for him that he had joined the natives there.

In 1963 the stone was removed from its original

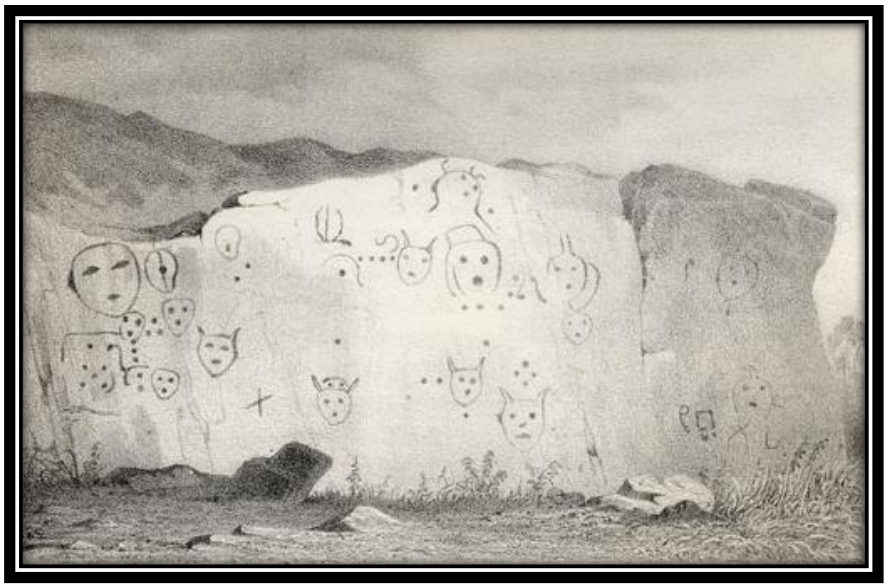


location and housed in a museum at the site where it remains for visitors today.

Narragansett Bay has a number of other petroglyph sites including Mark Rock (Warwick), Mount Hope Rock (Bristol), Portsmouth, and Tiverton (all within Rhode Island).

Bellows Falls (VT)

Along the rocky shore of the Connecticut River near Vermont's Bellows Falls (also called Great Falls) are a collection of carved abstract human faces. First described by Reverend David Maclure in 1789, these petroglyphs depict simplified faces, sometimes with horns, clustered about the massive rocks on the western side of the gorge.



The meaning of these inscriptions is unclear. Maclure suggested that they depicted Hobamock[2] or some other evil spirit, suggesting the natives viewed this area with fear. Others thought that the petroglyphs were carved as a way to amuse fishermen as they waited to their catch, to commemorate a battle or some important event, or had been inscribed by shamans to mark this as a place of spiritual importance.

Various sources have offered conflicting accounts as to the number and location of the petroglyphs, with the earliest visitor only mentioning three faces. By the time the first photographs of the site were made in the 1860s there were twenty-one faces can be seen. It is unclear if the faces were carved after Rev. Maclure's visit in 1789 or if he simply overlooked them. The petroglyphs have most definitely been modified in the recent past...

In 1931 the local chapter of the Daughters of the American Revolution hired a local stone carver to restore these eroded 'Indian Heads'. Comparisons between the images as they exist today and historical evidence suggest that this carver added several panels to the site, as well as enlarging or modifying the already extant petroglyphs.

Between contradictory accounts of the location and number of petroglyphs and the modification done in the name of preservation, the truth of this site may never be clear. It is important to remember that this is a possibility at any petroglyph site, especially those easily reached by pranksters, hoaxers, or vandals.

Machias Bay (ME)

Along the northern coast of Maine just west of the Canadian border is the largest collection of petroglyphs in all of New England, with over five-hundred individual carvings. They were created over a period from roughly 3000 BCE to

[2] Sometimes described as a trickster god, other times as an analog for the Devil. The name was often used by New Englanders for any supernatural being.

the 18th century, though academics only took note of them at the end of the 19th century.

These petroglyphs appear at several sites near the shore of Machias Bay, usually on coastal bedrock. Some of the petroglyphs, particularly some of the oldest, are subject to the tides and suffer from erosion.

There are numerous human and animal figures inscribed here, with significant stylistic variation depending on the era in which they were created. Why this specific portion of Maine's coast, unlike all others, is the locus of over four millennia of inscriptions is unknown. Scholars suggest the petroglyphs here serve some sort of shamanistic purpose. Historical evidence shows that the area was used after the arrival of the Europeans for seasonal gatherings, suggesting that the petroglyphs may have created as part of public rituals.

Other Petroglyphs

Many smaller stones have been discovered bearing inscriptions. These "portable petroglyphs" include geometrical markings on pendants and gorgets, human and animal shapes on small stones, and lines and cross-hatching on various tools.

Pictographs

While petroglyphs are comparatively common, pictographs, i.e. pigment on rock, are far more rare in New England with but two sites known. Both sites are in southwest Maine though their precise locations are left ambiguous by scholars to help protect them and to preserve the privacy of Native groups who still make use of the sites in religious observances. As with petroglyphs, human figures and animals are common, suggesting some element of shamanistic ritual. The figures, rendered in ochre, were probably made around 1000 BCE.

Dubious Sites and Hoaxes

There are many other inscriptions whose authenticity is debatable, if not highly doubtful. While archaeologists and historians may disregard them, Keepers may find them of interest as inspiration for their own sites and as examples of how Mythos sites may be regarded by most scholars. Typically these inscriptions are claimed to have been created by someone other than New England's Native people, reflecting underlying racist assumptions about Native cultures and their lack of sophistication.

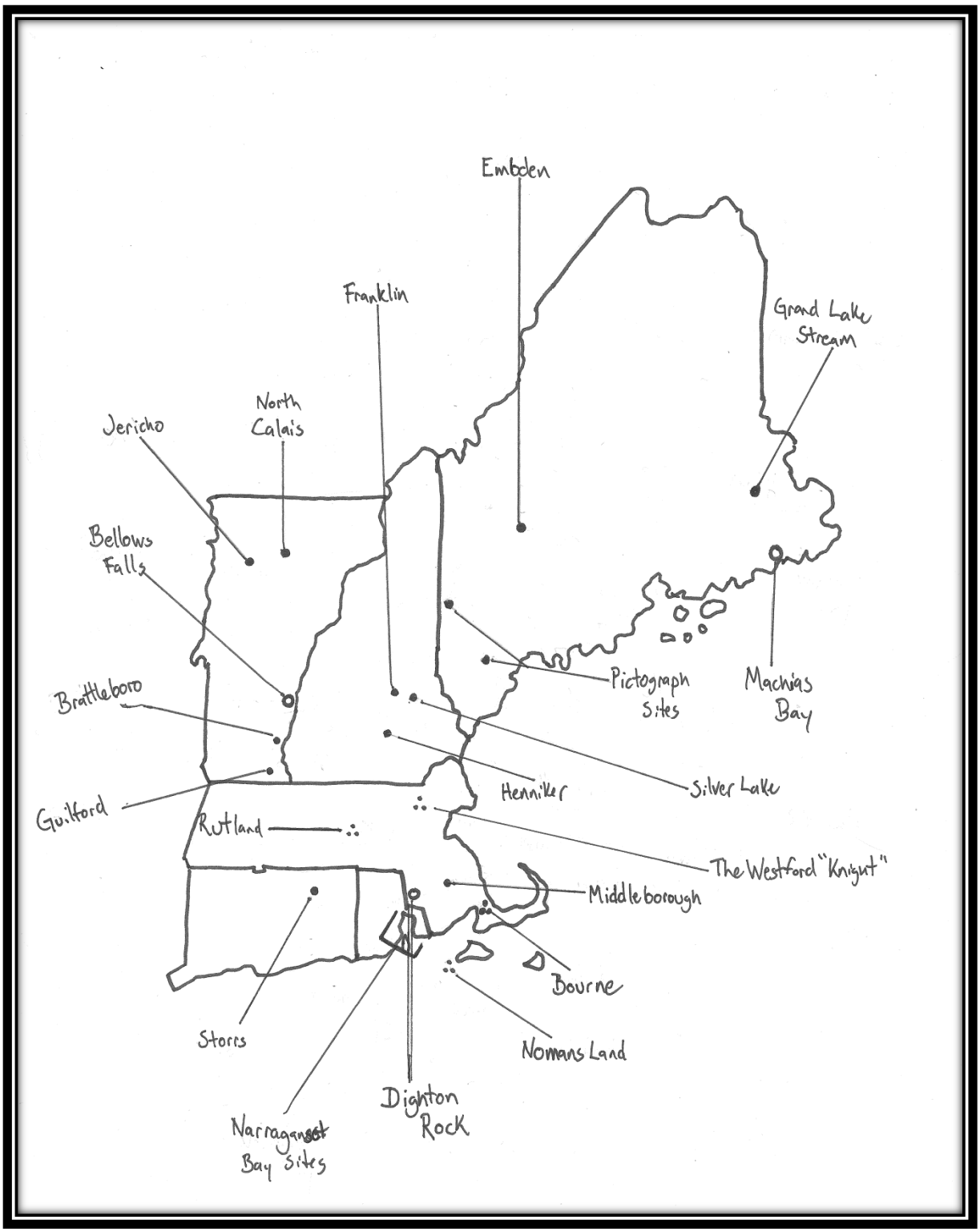
The Yarmouth Stone

Outside of New England proper, the Yarmouth Stone (also called the Fletcher stone) was discovered near Yarmouth, Nova Scotia in 1812. The 'runes' have been read as stating "Leif to Eric raises (this monument)"; other scholars have interpreted them as Mi'kmaq ideogram (see page 19) from the early modern period. Unfortunately it appears that the stone's markings, like those of Bellows Falls, were improved upon by modern hands, in this case in an attempt to "make the pattern clearer", so their true meaning and origins might never be known.



The Bourne Stone

Originally this stone was used as a doorstep in a Colonial-era meetinghouse. Like Dighton Rock,



New England Petroglyph Sites

the Bourne Stone was the subject of study by Delabarre in the 1930s. He pronounced the inscription to be Native in origins, from the Colonial period. Others have claimed it to be Viking runes, an Iberro-Celtic boundary marker, or a note from lost Medieval Irish monks. The curious can view it for themselves at the Bourne historical society.

The Westford "Knight"

Thought first mentioned in the late 19th century (as a native carving) the notoriety of this glacially-scoured rock grew after the mid-20th century when it was claimed first to be a Viking sword, then later a 14th century Templar Knight. That the rock was buried underground in a forest and that Templars disbanded when this supposed expedition to conceal the Holy Grail occurred does little to dissuade true believers.



Noman's Island Runestone

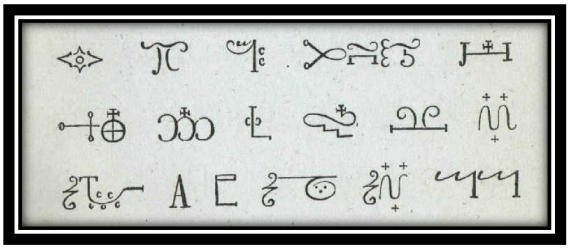
An inscription, also allegedly left by Vikings, was claimed to have been discovered in 1926 on Noman's Island, a tiny island southwest of Martha's Vineyard. The inscription, found at the shoreline, supposedly said "Leif Erikson 1001… Vinland…" Geological evidence shows that the stone had only recently been uncovered by erosion. Coupled with significant doubts among historians over the inscription's authenticity, most experts felt that this was a recent forgery. After 1943 the island became a Navy bombing range and landings were prohibited.

The "Ethiopian" Stone of Rutland

Mentioned in Morse's *Gazetteer of the United States* (1795 and numerous later editions; Danish historian Carl Christian Rafn cites it as well), a stone bearing 'Ethiopian' symbols was reported on a farm in Rutland, Massachusetts. Scholars examining the stone determined that the 'writing' consisted of little more than a thick vein of quartz bearing cracks and impurities that made up the alleged 'Ethiopian' inscription.

Mi'kmaq 'Hieroglyphs'

Contra Mather, there was a written language used by at least one Native American tribe in the vicinity of New England. The Mi'kmaq (known more commonly as the Micmac in the 1920s) living in what are now Canada's Maritime Provinces used a logographic writing system (where symbols represent individual words). Called *Komqwejwi'kasikl* ("sucker-fish writing") this system was developed from Mi'kmaq pictographs by French missionaries in the late 17th and early 18th century to translate Catholic prayers and for teaching purposes. It remained in use into the early part of the 20th century.



Pre-Columbian contact proponent (and crackpot) Barry Fell believed that the Mi'kmaq script was derived from Egyptian Hieroglyphs and claimed parallels between the two systems. Unfortunately he offered no explanation for the lack of evidence of the script's existence before the 17th century long after Egyptian Hieroglyphs fell out of use. Those seeking the Mythos in everything might wonder if there is some connection between the "sucker-fish writing" and the R'lyeh glyphs sometimes used by the Deep Ones.

Lovecraft Country Sites

Considering the myriad of prehistoric races and alien beings that have visited Lovecraft Country, it is unsurprising that some trace of them has survived recorded on the rocks there.

Innsmouth

Fish-Head Rock – South of Innsmouth on the northern end of Boynton Beach is a curious and little visited outcropping known as Fish-Head Rock. Little known outside the small community of fishermen who make the area their home, the stone is a natural formation carved to make it resemble a gigantic fish head. The site was sacred to a now forgotten Native tribe who worshiped the Deep Ones.
(*Escape from Innsmouth*, p. 62)

Devil Reef inscriptions – Hidden among the rocky outcroppings and tidal pools of Devil Reef are two small caverns containing curious inscriptions. The first contains a fragmentary inscription in old Norse, commemorating a victory over "the daughters of Ran". The second contains a lengthy passage in R'lyeh glyphs recording the myths of the Deep Ones. Two other caves within the reef contain sculptures depicting the Deep Ones and their vile rites but no inscriptions. (Considering the mortal danger facing visitors, it is unlikely the average scholar will be able to examine this site…)
(*Escape from Innsmouth*, p. 63-4)

Dunwich

Dunwich's inscriptions – Dunwich, former site of both the Hyperborean city of Kranoria and the home of a Druidic Celtic-Native settlement, has a number of petroglyphs ranging in antiquity from before the dawn of human civilization to the 19th century. The many strange monoliths and stone circles here are a topic for another article and will be left for a future issue.

The Sentinel Hill 'Sacrifice Table'

On the summit of Sentinel Hill is a curious flat stone. Incised with a deep groove around the edge, some excitable types claim it was used by the Indians for human sacrifice, a practice otherwise unknown among the Natives of this region. Around the edge of the table are carved crude symbols in an unknown script (in this case, a poorly copied Hyperborean prayer to Yog-Sothoth in the Tsath-yo script.)
(*Return to Dunwich*, p. 75-6)

Abbott's Lookout Stone Face

This carving is unknown to all but a few locals and is not visited even by them. Best seen in the light of the setting sun, this roughly five-foot-tall carving of a face dates back over 1500 years. Experts can identify the artistic style as definitely Celtic, though they cannot explain the carving's purpose or positioning.
(*Return to Dunwich* p.79)

Snake Pond Swamp Inscriptions

Deep within Snake Pond Swamp is a jumbled pile of boulders that a keen eye might recognize as worked stone. Included among them are a few with strange markings in an unknown language. (This is the ruins of a Hyperborean temple to Yig, including the pieces of a gate; the inscriptions are in finely-carved Tsath-yo from the time of Kranoria.)
(*Return to Dunwich*, p. 61)

Wizard's Hill Pillars and Caves

Atop Wizard's Hill, within the rough stone circle there, are two much more finely carved granite columns, each inscribed with unknown symbols. (Like the table on Sentinel Hill, this is crudely copied Hyperborean Tsath-yo, though the pillars are only a few centuries old and the text deals with enslaving some sort of aerial servitor.)

Elsewhere on the hill is a small cave, along which there is one wall covered in mostly chipped away symbols in a wholly unknown script. (This is the mathematical language of the Mi-Go and was keyed to the operation of a now-destroyed gate at this site.
(*Return to Dunwich*, p. 80)

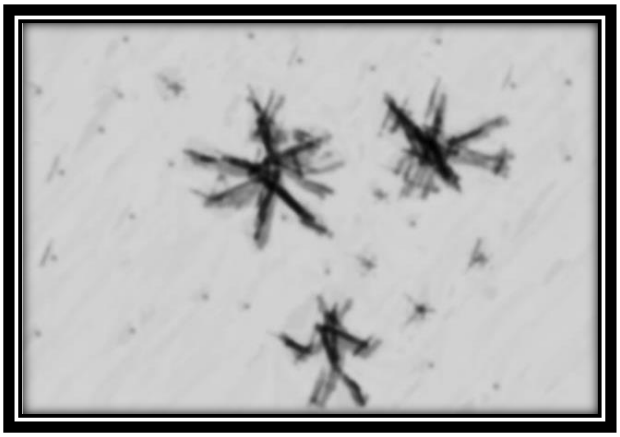
Elsewhere

The Allerton 'Rune-rock'

North of Foxfield is an alleged Viking rune-stone. A brief flurry of publicity in 1917 announcing the discovery of a "Viking Treasure Cave" (in reality an enormous geode) included mention of a granite monolith "covered in strange stick-like writing". The closure of the tourist attraction within a year ended any public interest in the site. (The inscription is in Ogham, warning against disturbing the Elder Horror within the cave.)
("The Crystal Cavern" p. 66-7; from *More Adventures in Arkham Country*)

The Fox River Falls Pictograph

On a west-facing boulder atop the waterfall near Foxfield, there once was a pictographic panel depicting a cluster of humans and what may have been birds or bats. Morris Wheaton visited the site and documented it in his book (including a rough sketch); he suggests that the figures represent a shaman and his spirit voyaging outside of the body, possibly communing with other animal spirits.



The pictograph was vandalized repeatedly in the years after Wheaton's visit. The boulder itself eventually tumbled down from its perch when there was a rock slide during a heavy storm in 1895, fracturing it and destroying what little remained of the pictograph. Since the pictograph was not described in Colonial sources, scholars generally regard it as a hoax.

The Kingsport Head 'Indian Stones'

Early settlers of Kingsport reported several carved stones standing just within the forest covering the slope of Kingsport Head. Several Colonial sources mention these stones and their unknown markings, though none of these sources wholly agree about their location or description. The stones have not been seen in centuries, leading most scholars to assume these stones were torn down by pious Puritans or some sort of hoax. (In reality these stones were manifestations from the Dreamlands and faded from our reality as the linkage between the waking world and the Dreamlands has waned.)

Arkham's Miskatonic Island

The little island in the Miskatonic River in Arkham is said to have several ancient time-worn standing stones. Several of these curious stones were said to bear odd symbols, but time and vandals have apparently caused these unknown petroglyphs to be lost to the ages.

The Misqat "Script"

The Misqat who once dwelled along the lower Miskatonic River have left a few curious specimens of what some scholars have suggested was a writing system. Preserved in less than a dozen examples, the so-called "Misqat Script" appears as a series of spirals, curving lines, and swirls. With so few surviving examples and no living speakers of the Misqat

tongue, the symbols remain untranslated; scholars debate if they are even a language or purely decorative. Visiting Miskatonic University professor Georgi Brodsky has remarked that the symbols looked similar to certain signs painted by remote Aboriginal groups living in the Great Sandy Desert, but that is clearly impossible.

The few remaining examples include these:
• Two clay statuettes at the Miskatonic University Exhibit Museum.
• The bill of sale (held at the Arkham Historical Society) for land near Arkham including the signature of 'He-who-follows-owls'.
• A copy of the Lord's Prayer in English and Misqat, recorded by 'Elijah Miskaty', the last surviving Misqat during a voyage to London.
• Several photographs of petroglyphs, now lost, on rocks along the Miskatonic River.
• Two gravestones, also lost, in the Old Wooded Graveyard in Arkham for Israel and Peter, two Misqat converts to Christianity with faint scratches in Misqat below their English epitaphs.
• A few symbols of the Misqat script are also given in *Thaumaturgical Prodigies in the New England Canaan*, the unabridged version only.
• All of these examples are described in *The Misqat*, an 1881 monograph by Dr. Horton Shelby, late of Boston University. (See page 24) (*Adventures in Arkham County*, p. 114-7)

Campaign and Scenario Options

Petroglyphic sites might appear in a Lovecraft Country game in a variety of ways:

• Scenario hook. Investigators with some appropriate skill (Anthropology, Archaeology, Geology) or with academic connections might be hired to examine, study, or inventory a petroglyphic site or sites.
• Clue. A petroglyph site might provide information about the Mythos threat faced or how it might be neutralized. It may also simply serve as a warning.
• Ward. No doubt some magic might be worked in stone; perhaps the petroglyphs served as a ward against the Mythos. If it is removed or destroyed, horrors will no doubt follow.
• Red herring. Not every mark on a rock is connected to the Mythos. Perhaps those inscriptions are unrelated to the scenario?

Sources

Keepers looking for some verisimilitude should consider incorporating the following list of sources likely available to Classic Era investigators:

Historic:

Antiquitates Americanæ*

Written in 1837 by Carl Christian Rafn, this work was the first major book advocating Viking exploration of North America as far south as New England. Rafn identified Vinland and other locations from its related sagas as Massachusetts and Rhode Island, citing Dighton Rock as one of several Viking inscriptions in the region.

Subsequent works, such as *The Norse Discovery of America** (1916) differ with Rafn's conclusions – his claims about Viking settlements in Nantucket and elsewhere in the region being particularly disputed – but this work is still cited nearly a century later.

Edmund Delabarre – A professor of psychology at Brown University, Edmund Delabarre (1863-1945) is the preeminent scholar of New England's petroglyphs in this era. Beginning in 1916, Delabarre published numerous articles about the many petroglyphic sites in New England, focusing first around Narragansett Bay but later expanding outwards.

In 1929 he publishes *Dighton Rock, a Study of the Written Rocks of New England*[*], which is the first book-length treatment of the topic. While Delabarre generally dismisses earlier theories attributing various petroglyphs to non-Native sources, he does believe that Dighton Rock bears a message from a lost Portuguese explorer.

See page 25 for his statistics.

Fictional:

Individuals:

Garson Casterwell – This Boston-area Latin teacher is the author of *The Kranorian Annals*, a translation of a previously unknown document recording the lost Hyperborean settlement of Kranoria. Casterwell has had the book published himself to great scorn from the academic community. Casterwell remains interested in any other remains of Hyperborea and may prove of great assistance in translating their inscriptions, though any association with this laughingstock may harm professional scholars.
(*Return to Dunwich* p. 5-7)

Orem Hilbredge – This aspiring archaeologist is investigating what he believes to be Viking runestones and a burial site discovered northeast of Dunwich. A firm believer in Rafn's theories of Norse colonies in the Americas, Hilbredge might be in correspondence with anyone interested in petroglyphic sites, though his theories focus exclusively on Norse or perhaps other Old World explorers
("The Dark Woods" in *Adventures in Arkham Country*.)

Professor Elliot Mills – A lecturer at Miskatonic University, Mills specializes in Native American studies, including New England's tribes. He is familiar with, though not especially interested in, the various petroglyphic sites in the region and has examined some of them. As the vice president of the Boston Society for American Indian Research, Mills frequently engages in archaeological field work and may be privy to any newly discovered petroglyphs. He is also the author of *A Report on the So-Called Indian Stones of Dunwich, Massachusetts* (see below); in person he is even more dismissive of outlandish theories about native inscriptions.
(*Miskatonic University*, p. 102-3)

Dr. Thomas Parkins – A professor of Geology at Miskatonic University, Parkins was involved in a geological survey of the area around Dunwich in the summer of 1919, which left him wholly unimpressed with the area. As part of his work he examined several petroglyph sites in that benighted town and may be able to direct the curious to them. He was joined, briefly, by Professor Mills, and directs those asking about petroglyphs to him, since he is more interested in stones than what men may have written upon them.
(*Miskatonic University*, p. 112)

Dr. Albert Wilmarth – (At least before his visit to Vermont…) A student of New England folklore, and friend of Professor Mills, Professor Wilmarth has a passing familiarity with the best known petroglyphic sites, especially the various theories regarding Dighton Rock. He has corresponded with Professor Delabarre at Brown and finds his theories of great interest; he may provide an introduction to him for Miskatonic University students and respectable scholars.
(*Miskatonic University*, p. 106, 172-3)

Texts:

A Report on the So-Called Indian Stones of Dunwich, Massachusetts – Taken from a lecture given at Miskatonic University in 1919, this slim pamphlet was written by Prof. Elliot

[*] All three of these books (and many related titles) are available in full for free at online at sites such as Archive.org; excerpts make great handouts.

Mills after conducting a survey of several alleged Native sites. This report documents several of these sites which Mills uniformly dismisses as hoaxes, misunderstood Colonial artifacts, or naturally occurring features. Readers familiar with Dunwich may notice a footnote thanking one M. Bishop for her assistance as a guide to the region; while Mills mentions most of the petroglyph sites around Dunwich, his description of their locations is rather muddled. They may only be located with a ¼ *Navigate* roll.

The Kranorian Annals – Self-published by Garson Casterwell (see above), this work claims to be the translation of a scroll recounting the history of Kranoria, a colony city of the Hyperboreans, an otherwise unknown prehistoric people. Aside from recording the history of this lost city (said to be somewhere in what is now north-central Massachusetts) this book also offers some insight into the translation of the Hyperborean language and its script. (*Return to Dunwich*, p. 5-6)

Thaumaturgical Prodigies in the New England Canaan – Reverend Ward Philips' sensationalist account of witchcraft and magic in New England includes frequent references to Native Americans and to petroglyphs and inscriptions. Included in the work is a description of several now-lost Misqat inscriptions, including sketches of a few as well as passing mentions of other sites. Ward claims that some of the inscriptions use a debased form of the language of the angels, taught to the Indians by their demonic mentors "of the Waters and of the Air and of the Lands Beyond", darkly hinting that this unholy language is still spoken in secret places in New England.

Of Evill Sorceries Done in New-England of Daemons in No Human Shape – Though not as thorough as Phillips' work, this Puritan catalog of blasphemy does include several detailed descriptions of petroglyphic sites around Dunwich, comments about the diabolic importance of the pictographs at the Fox River Falls, and cryptic references in a story told about the shaman Misquamacus about a standing stone somewhere in what is now Maine, covered in arcane symbols "holding much in the way of a record of the Ancient Ones who lifted up that stone".

Studies of the Indians of the Miskatonic Valley – Written by Morris Wheaton, an amateur Anthropologist native of Kingsport, this book is a survey of the Native peoples of the Miskatonic Valley, including historical accounts, archival research, and extensive field work. Despite his lack of academic standing, Wheaton's work is professional and thorough. He documents several now-lost petroglyphic sites in the region, including Misqat petroglyphs on a ledge along the Miskatonic and the Fox River Falls pictograph. He also includes interviews with several living members of the tribes that once inhabited the valley, including their folk tales and legends.

The Misqat – A brief (about 70 pages) monograph published by the Arkham Historical Society in 1881, this is the primary source of information on this mostly forgotten tribe. The book collects every known surviving sample of the Misqat script (as mentioned previously) but offers no translation or explanation for the symbols; the author suggests that they were more symbolic than a system of writing.
(*With Malice Aforethought*, p. 116)

Edmund B. Delabarre, 65 – psychologist and inscription expert



STR: 9 **INT: 16** **CON: 10** **DEX: 9** **AP: 10**
SIZ: 11 **POW: 12** **EDU: 24** **HP: 11** **Sanity: 60**

Attacks: All at base
Languages: English 99%, German 71%, French 44%, Latin 22%, Nunatsiavummiutut (Labradoran Inuit) 4%
Skills: Archaeology 17%, Chemistry 24%, Credit Rating 46%, Geology 35%, History 31%, History (Massachusetts) 57%, Mechanical Repair 29%, Medicine 22%, Natural History 39%, Navigate 29%, Psychoanalysis 19%, Psychology 86%,

Biography: Born in Maine in 1863, Delabarre studied as an undergraduate at Brown and Amherst and then, as a graduate student, psychology at Harvard and universities in Germany and France. He joined the Brown faculty in 1891, becoming the university's first professor of psychology in 1896, where he taught until 1932. His academic work focused on the study of the conscious mind using tiny muscle movements, like those in the eye. Delabarre was also a founding member of the American Psychological Association and the University Club in Providence. He also participated in a Harvard-Brown expedition to northern Labrador to study geology and native life in 1900.

After purchasing a home near Dighton Rock, Delabarre became fascinated by its inscription and others like it. He traveled extensively throughout the region visiting many petroglyphic sites and published numerous articles on the subject, including the book *Dighton Rock: A Study of the Writing Rocks of New England*. Delabarre rejected the more outlandish theories about the origins of the inscription on the rock, and approached the mystery with a greater focus on research and evidence and less on conjecture and speculation. While he is not wholly resistant to alternative theories, Delabarre demands evidence to back up exceptional claims.

Delabarre lives at 9 Arlington Ave. in Providence with Dorothea, his wife, and four children.

Using Delabarre in play: Investigators expressing an interest in petroglyphs or researching such sites in the region will likely (perhaps with a successful *Luck* roll) be directed to contact the professor. Dr. Delabarre is a friendly correspondent thought he will avoid those with unsavory reputation or propounding outlandish theories about pre-human civilizations or alien beings. He has personally visited many petroglyph sites in New England, especially those in Massachusetts and Rhode Island. As for the sites in Lovecraft Country, the professor has not personally seen them, though he is familiar with the alleged sites near Dunwich (and Dr. Mills debunking of them) and the writings of Morris Wheaton.

Professor Delabarre is probably best used either as a consultant – providing leads, offering suggestions for research, interpreting evidence and the like – or as a scenario hook – hiring investigators to survey or catalog remotes sites or academic research. His professional expertise in psychology combined with his interest in inscriptions makes him uniquely positioned to make connections between unusual phenomena or events; one wonders what how he might respond to discovering that the strange symbols scratched into the paint of a lunatic's cell correspond to the markings of a remote stone high in the hills of Vermont…

Bibliography

Non-fiction

Delabarre, Edmund Burke. *Dighton Rock, a Study of the Written Rocks of New England*. Walter Neale, New York. 1928.

Delabarre, Edmund B. and Charles W. Brown. "The Runic Rock on No Man's Land Massachusetts: Geological Notes." *The New England Quarterly*. Vol. 8, No. 3 (Sep., 1935), pp. 365-377

Lenik, Edward J. *Picture Rocks, American Indian Art in the Northeast Woodlands.* Hanover and London: University Press of New England: 2000

Edmund Delabare:

http://vlp.mpiwg-berlin.mpg.de/people/data?id=per631

http://www.brown.edu/Administration/News_Bureau/Databases/Encyclopedia/search.php?serial=D0090

RPGs

Courtemanche, Brian. "The Crystal Cavern"; *More Adventures in Arkham Country*. Miskatonic River Press, 2010.

Herber, Keith. *Return to Dunwich*. Chaosium, 1991.

Johnson, Sam. *Miskatonic University*. Chaosium, 2005.

Leman, Andrew. "With Malice Aforethought", *Adventures in Arkham Country*. Chaosium, 1993.

Ross, Kevin. *Escape from Innsmouth*, 2nd Edition. Chaosium, 1997.



Scenario –

The Chapochaug Tunnel Haunting

Introduction

Southwest of Dunwich and between Aylesbury and Dean's Corners rise several rocky ridges, the highest of these being Chapochaug Mountain. More than half a century ago a railroad tunnel was blasted through the rock there. The project was ill-starred, marked by accidental deaths and misfortune from the start. Today the tunnel sits abandoned, a place of rumor.

'*Chapochaug*' (chaa-PO-chog) is said to be a Pennacook word meaning "mountain of separated (or lost) spirits". The ridge has had a dark reputation since Colonial times, said to be a haunted place, though this reputation might be due more to its steep slope and poor soil than any supernatural forces. The rail tunnel beneath the mountain has more definitely been the site of multiple misfortunes, with accidents not only killing dozens of workers during its construction, but with two fatal accidents during its operation killing nearly as many.

After its closure two decades ago, the tunnel has become the favored haunt of the curious, thrill-seekers, and young couples. Some come for excitement, others in hopes of catching sight of the ghost said to haunt the tunnel, yet others simply for a private place away from prying eyes.

The Keeper is offered several avenues for drawing investigators into the mysteries of Chapochaug Mountain as well as a variety of causes, from the mundane to the occult, for the strange events there. Select whatever elements best match your campaign.

About this Scenario

The scenario is designed for Keeper customization. There is no predetermined hook or threat (Mythos or otherwise) assigned to the tunnel, rather the Keeper is presented a series of options from which they may select one (or more) to employ during play.

Involving Investigators

Depending on the nature of your game, any or all of the following 'hooks' can be used to lead investigators to Chapochaug Mountain.

Ghostly Legends – Tales of spirits haunting the tunnel have circulated since its construction. Investigators involved with groups interested in the occult, folklore, or local history all may decide to see the tunnel for themselves.

A Missing Couple – Philip Boyle and Althea Daniels, of Aylesbury, have gone missing. While their respective parents have no idea where they have gone, friends know the couple favors the vicinity of the tunnel for their assignations. A day has gone by and they have not returned. One or both teen's parents contact the investigators (either in a professional capacity or as friends of the family) to find the couple and to bring them home.

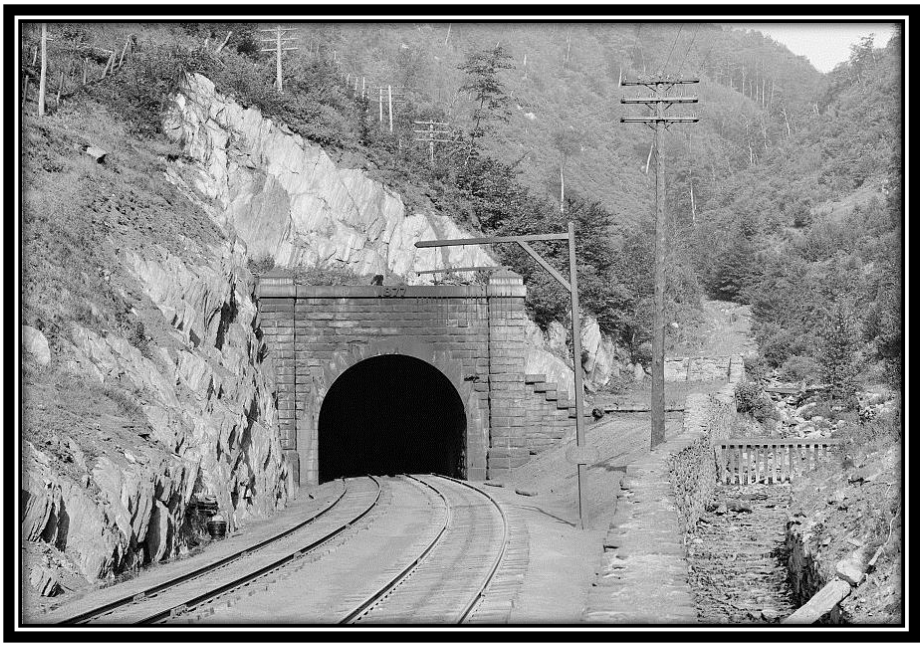
The Dunwich Fungus – Last week, Albert Baumgartner, a graduate student at Miskatonic

University left his boarding house saying only that he was going to collect fungal samples as a part of his research. He has not returned. Concerned, his advisor has asked for the investigator's help in tracking down the missing scholar.

Baumgartner's room contains a substantial collection of papers and notes in Baumgartner's hand outlining the possibility of hitherto unknown varieties of fungus that may have developed deep underground. A state survey map for north-central Massachusetts can be located with numerous markings indicated an interest in several sites east of Aylesbury, including Chapochaug Mountain, which has been circled.

Investigators asking at the bus depot in Arkham will discover that a man matching Baumgartner's description purchased a ticket to Aylesbury about a week ago. The driver, once located, can confirm that he left the now-missing student (whom he recalls

Keeper's Information



A History of the Tunnel

The history of the Chapochaug tunnel begins in 1854 when engineers from the Aylesbury-Newbury Railroad surveyed the hills south of the Miskatonic River, looking for a way to shorten the length of the trip between the two towns and to avoid the flood-prone route south of Miles Ridge. The surveyors determined that a route through the ridge known as Chapochaug Mountain would be economical, requiring only slight grading and construction – so long as a mile-long tunnel could be dug.

Financial troubles at the railroad delayed the start of construction until 1858. Initial work was begun in that year and a pair of sighting towers were erected to align the tunnel (which was to be dug from both sides). A collapse in the east tunnel and the start of the American Civil war again stopped construction until 1864, when a new team of architects was brought in on the project. Work progressed slowly; the rock under the mountain being unexpectedly resistant to conventional excavation techniques and the tunnel was put on hold. It was not until after the development of dynamite in 1867 that the excavation could resume. Work on the tunnel was completed in the spring 1869, the tunnel opening a few months later. The tunnel was used for passenger traffic until 1892 and for freight traffic in 1903 when the route was replaced by a new line paralleling the Aylesbury pike.

The tunnel was widely condemned as unsafe. Thirty-five men died in the construction of the tunnel, including eleven

from a single accident. The eastern sections were prone to the build-up of noxious gasses, resulting in the frequent collapse of diggers and necessitated the construction of three ventilation shafts through the rock above. Even after completion the tunnel was subjected to numerous accidents; a railroad employee examining the tracks was struck and killed by a train; two local boys were struck just inside the tunnel entrance; an engineer fell to his death from a car; another was somehow decapitated when he climbed onto the coal-car.

The most horrific accident, one that caused the end of regular passenger service, was the wreck of February 20, 1891. The engineer, for reasons unknown, attempted to stop the train mid-tunnel. The train derailed, killing eighteen passengers and three crew. A rock-fall in the eastern ventilation shaft in late of 1901 derailed the train again, this time killing two crewmen. This final accident was enough to cause the Boston and Maine railroad (who had purchased the Aylesbury-Newbury railroad in 1881) to close the tunnel for good.

The tunnel remained a dangerous place even after its closure. Local children and teens were drawn to explore its dark recesses (in no small part due to the rumors of it being haunted) and at least three missing people were last seen in its vicinity. Harrison Porter, age 13, of Dean's Corners is the only definite fatality in the tunnel in recent years, his broken body found at the bottom of the western ventilation shaft. Local youths continue to dare each other to walk its length, or use it as a rendezvous away from prying eyes.

Research

Before visiting the tunnel, investigators may wish to learn more about it. There are a variety of topics they may explore; not all of these may come into play, depending on the reason selected to involve the investigators.

The Tunnel's History

The history of the tunnel, as described above, may be uncovered with a *Library Use* roll. Handout #1 presents a good general history that investigators may find at most libraries in the region.

Ghost stories

Stories of hauntings in and around the Chapochaug tunnel have their origins in the earliest days of its existence. The workers complained of unusual lights in the tunnel itself or floating above the uninhabited mountain above. These stories increased with the myriad of worker deaths as the tunnel progressed. The skeptically inclined dismissed these stories as arising from the noxious gasses in the tunel or the imagining of the illiterate local workers. The numerous accidents in the tunnel provided a fertile wellspring for retellings of, and elaborations upon, these ghost stories, particularly the disastrous wreck of 1891. After the closure of the tunnel these stories became a more local phenomenon though the tunnel's bad reputation remained in the public conscience. Locally, the tunnel's reputation has transformed it into a popular destination for the curious and thrill-seeking.

Investigators seeking information on hauntings or strange lights finds a few references in published works – a *Library Use* roll will find Handout #2; a second successful roll (or anyone with an *Occult* skill of 40% or higher) can find a copy of Handout #3. If investigators have access to a copy of *Thaumaturgical Prodigies in the New England Canaan*, they can also find a passing reference to Chapochaug Mountain, given as Handout #4.

Investigators can learn most of the rumors about hauntings in the tunnel by talking to locals.

Anyone living in the vicinity, including Erastus Hutchinson (see below) as well as the residents of Dean's Corners; others may be familiar with these stories as the Keeper wishes, especially those with high Occult skills or an interest in hauntings or local history.

The Missing Couple

Investigators tasked with tracking down the missing Aylesbury couple have a relatively simple time finding out that the pair favored the vicinity of the tunnel for their rendezvous; the matter is as simple as asking one of their friends. Since neither family approved of the relationship they had endeavored to keep it secret; each had confided in at least one close friend that they would picnic near the western tunnel entrance, sometimes driving the car a short ways into the tunnel so it would not been seen. The pair left yesterday morning and were expended back by the late afternoon.

Boyle owns a Metz 25 roadster, which if described was seen by Andrew Pillsbury, a mechanic at the Esso station on the outskirts of Aylesbury, yesterday afternoon driving east along the Pike towards Arkham. A man and a woman could be seen in the vehicle.

Unusual Fungus

Should investigators be looking into the unusual spores found in the Dunwich area a *Library Use* roll will locate "Atypical Ascocarp Structures in Subterranean Fungoids" by Cornelia Price in *The Massachusetts Botanical Society Journal*, vol. 3 1919. Miss Price, now a lecturer in botany at Smith College, will answer politely worded inquiries, particularly those coming from academics. She will relate that the specimen described in her article was recovered from the Chapochaug tunnel while she was working as a teacher at the public high school in Lunenburg. If asked she reports that she passed along the same information to Albert Baumgartner almost two weeks ago.

The Chapochaug Tunnel

Reaching the Tunnel

Chapochaug Mountain is a long ridge that sits just south of the Miskatonic River and north of the Aylesbury pike, between Dean's Corners and Aylesbury. It is most easily reached by a nameless access road off of the Aylesbury Pike. Low stone walls demarcate the local properties, some abandoned, others better kept, lining the road. A closed wooden gate marked "Boston and Maine Rail Road", "Private Property", and "No Trespassing" blocks the way a few hundred feet from the east entrance but it is not locked. Locals have no interest in the comings and goings from the tunnel's vicinity and, considering the difficulty in contacting the county police, will not alert the authorities for anything short of a large fire, sustained gunfire, or clear and obvious violent crimes. They do take note of individuals heading towards or coming from the tunnel and will inform the police of suspicious activities after the fact if they come calling.

The Vicinity

Chapochaug Mountain Exterior:

The steep slopes of Chapochaug Mountain are rocky, densely wooded, and divided by numerous steep gullies. The undergrowth is denser on the lower slopes which are covered in small brush and scrub trees. Higher up the trees are larger and much older, having never been logged, something obvious to anyone making a *Natural History* or *Biology* roll. Small birds and woodland animals are numerous though Erastus Hutchinson's hunting and trapping has greatly diminished the stock of larger game. Whippoorwills are frequently seen but not as common as they are in nearby Dunwich. A trail leading over the ridge from Hutchinson's shack

to the east entrance roughly parallels the tunnel below (allowing for the vagaries of topography) and passes near each of the ventilation shafts as well as the old sighting towers. The sighting towers are now little more than piled of tumbled stones. The trail runs about 1¼ miles and takes twenty minutes to walk.

Though lacking the singular and strange qualities of Dunwich's too-regular hills, the many rocks of Chapochaug have a rough angularity that suggests they have been shaped by human hands. Anyone making a *Geology* roll will recognize this as natural weathering; otherwise this may create a sense of unease for suspicious investigators. Anyone straying from the trail has a chance of stumbling across one of Hutchinson's traps. This happens if a *Luck* roll is failed. Traps may be detected via a *Spot Hidden* roll. Failure results in the investigator stumbling into one of the small hand-dug pits for 1d3-1 points of damage from falling and perhaps twisting an ankle.

West Entrance

Like its counterpoint to the east, there is a finished stone archway and warning signs at the east entrance. The keystone here has been defaced; anyone with a firearm skill above base will recognize the pitting as the results of someone using it for target practice with a .22 rifle. South of the tracks, out of sight of the entrance, is an old maintenance building where Hutchinson the watchman has made his home. A line of smoke can usually be seen slowly unspooling from the chimney. Outside there is a line of pelts, mostly rabbits, drying in the sun.

East Entrance

A fine cut stone arch outlines the eastern entrance to the tunnel; the keystone is carved with the number 1869 over the intertwined initials A and N (for "Aylesbury-Newbury Railroad"). There are also two wooden signs saying "Danger! Tunnel Unsafe!" sunk into the gravel. Graffiti coats the walls just inside the tunnel, much of it names and dates scratched into the rocks.

The Ventilation Shafts



Rarely checked by Hutchinson, the three ventilation shafts are inexpertly fenced in by barbed wire. The shafts are roughly ten feet across. The westernmost shaft is 115 feet deep, the middle 180 feet, the easternmost 130 feet deep. During daylight hours a draft can be felt pouring down into the shaft, vice versa at night. There are a plentiful number of small trees a rope might be tied to in order to descend the narrow shaft otherwise the roughly cut stone offers any number of hand-holds. One *Climb* roll is needed to descend via a rope, otherwise one *Climb* roll is needed for every 60 feet (i.e. 2 rolls

for the western shaft, etc.) Failure results in a fall, which is most likely fatal.

Interior

The Chapochaug tunnel is twenty-four feet wide, twenty feet tall and a little over ¾ of a mile in length. As a rail tunnel, its dimensions are almost entirely uniform from one entrance to the other. There are two lines of tracks running in parallel. They are generally in good condition but would need repair to return to service. The walls, carved into the rock, are roughly hewn but without significant protrusions or crevices. At four places the stone is covered by brick; each section had more unstable stone and the brick was used to protect against collapse. The bricks in these sections, except for the area marked on the map, are sturdy and intact. These sections do tend to have a larger amount of graffiti, due to the comparatively smoother writing surface. Every ten feet the length of the tunnel has been painted with a vertical white line. Hutchinson is supposed to maintain these, but has not done so in almost a decade.

West to East Description

Bonfire – Just inside the west entrance is the remains of a bonfire; a circle of logs and stones around a pile of ash and charcoal. A few broken fragments of bottles can be uncovered in the ash as well as a few charred cans.

Rock-fall – A small rock-fall has scattered one- and two-foot wide stones across the south side of the tunnel. A *Geology* roll confirms the tunnel here is safe despite the debris.

Eastern Ventilation Shaft – During daylight hours this area is visible from a distance due to light filtering down from above. Looking up, the sky seems very distant.

Maintenance Rooms

On each side of the tunnel are narrow (5') side passages leading to a small chamber. These rooms were originally intended to store equipment needed to repair and maintain the tunnel. There are rows of shelves built into the walls in poor repair. Ollie Knudson (see page 35) has been using the southern room to bed down for the night these past few weeks. During the day he packs up his things for his tramp around the area, stowing a few bulkier things beneath an old crate. A *Spot Hidden* roll will notice the dust of the room has been disturbed and find Knudson's bedroll, pans, a rusty wood-saw and some firewood, canned beans, and a half bottle of rotgut packed under a bundle of brittle canvas.

The north room is in a far poorer state than the south. A substantial crack over an inch wide runs across the floor from one side to the other. A faint sweet, putrid scent emanates from the crack. Should the Keeper employ the Dunwich Fungus option, this is the source of the spores permeating the tunnel. See page 38 for more information about the effect of the spores.

As with the south room, a variety of gear was once stored here. Both rooms have been thoroughly stripped of useful items by Hutchinson and any number of trespassers.

Central Ventilation Shaft

Similar to the other shaft, the light here is dimmer as the distance is greater to the surface. A spray of glass is all around the base of the shaft; apparently someone took great pleasure in dropped a large number of bottles down into the tunnel from above.

Eastern Ventilation Shaft

Like the others ventilations shafts, a nimbus of light surrounds the area beneath the shaft. Unlike the others, a pungent ammonia smell fills the air here, a *Listen* roll will catch the unmistakable squeaks and chirps of the tunnel's residents. A colony of bats has taken roost along

the ceiling here and into the shaft above. During daylight loud noises or an attempt to climb the shaft will disturb the swarm. Investigators caught by the bats must roll under their Sanity to remain calm; those failing lose 0/1d2 points, panic, and attempt to flee for 2d6 rounds dropping anything they carry. In the darkness fleeing investigators must make a successful *Dodge* or *Jump* roll to avoid falling and injuring themselves for 1d3 points of damage. The bats themselves are harmless to anything larger than an insect.

The 'Altar'

A curious sight greets anyone passing this point in the tunnel. The skull of a buck has been mounted atop a long branch and propped against the wall. Across the wall the phrase "ἐν τούτῳ νίκα" has been scratched in charcoal. A *Greek* roll or an EDU x 1 will recognize it as saying "In this sign, conquer", the motto of Constantine the Great. Before the skull are stacked several crates topped in extinguished candles.

This display was created by several students from the high school in Aylesbury who enjoy terrorizing underclassmen and forcing them to bow before their ad hoc altar. Hutchinson enjoys the joke and, since the students provide him with the occasional bottle of whiskey, he allows them their little fun.

Collapse

The brickwork here has caved in, creating a heap on one side of the tunnel (about five feet high and sloping down from the wall) covers half of the southern tracks. The surviving brickwork is stable but is in need of repair. A significant explosion (at least causing 100 HP of damage) could expand the collapse.

Encounters

Due to its proximity to a number of inhabited spots (including Aylesbury, Dunwich, and Dean's Corners), there is a strong chance that investigators probing the mysteries of the Chapochaug tunnel will have a run-in with one or more locals. The Keeper should consider the options presented below and determine what best suits their players.

The Watchman- The Boston and Maine railroad has employed guards to keep watch over the tunnel and to keep away trespassers. For nearly two decades that task has fallen to Erastus Hutchinson, a cantankerous and slothful man hailing from the vicinity of Dunwich. Hutchinson, unbeknownst to the company, now resides in the maintenance building outside the western entrance and spends much of his day tramping about on Chapochaug Moutain, checking his numerous animal traps as well as a still he maintains half a mile south of his home. Hutchinson is supposed to walk the tunnel on a daily basis to check on the condition of the tunnel and brickwork. At best he does so only on a weekly basis, and usually only after he's seen someone entering the tunnel illegally – Hutchinson loves to startle young couples and terrify children he catches within.

Hutchinson has no interest in combat but does carry a shotgun with him when he is outside of his home. The weapon is primarily used for intimidation. Unless cornered, he will flee from attackers. He carries a kerosene lantern when he moves through the tunnel and for those rare occasions when he is moving about on Chapochaug Mountain by night.

Hutchinson in Play

Investigators visiting the tunnel may be observed by Hutchinson though he is far from all seeing; a failed *Luck* roll made by the investigator with lowest POW means that they have been spotted by Hutchinson. Being a lazy sort he ignores most visitors if they seem

harmless. If he sees firearms openly carried he will watch from a distance to determine the bearer's intentions. He will hike to the nearest farmhouse with a telephone to call the Aylesbury County sheriff if he suspects serious criminal activity.

If he does not feel threatened he may attempt to intercept the trespassers and demand they leave the property immediately. He may also attempt to frighten the trespassers first; if they are in the tunnel he will carry his lantern aloft and approach. Should the trespassers be children, he might ululate as he approaches, attempting to approximate the sort of sound he imagines a ghost makes.

Investigators rousted by Hutchinson have a good chance to bargain with him, especially if they are willing to bribe him or offer him liquor. *Persuade* rolls are doubled if liquor is offered, automatic if a bribe given. *Fast Talk* rolls are generally less useful since Hutchinson knows that nearly no one ever has a legitimate purpose to visit the tunnel as the company has not sent an inspector in nearly a decade, the state in even longer.

Children

As mentioned previously, the tunnel is the frequent subject of the games and dares of local children. Most often these games consist of seeing how far into the darkness a child is willing to walk, and dares to pass all the way through Chapochaug Mountain to the other side. Local parents strongly discourage this sort of behavior to no avail. The forested ridge itself is also a popular place to play and explore though the tunnel itself is the most frequent destination.

Investigators may encounter local children in any number of ways. Those daring each other into the tunnel will be loud and easily detected and should surprise no one. A more unexpected encounter might occur if a small group of children trying to pass through the tunnel (carrying a lantern or two) is spotted in the distance. Finally, if the investigators are spotted entering or exiting the tunnel or exploring the vicinity, it is most probable that they will attract the attention of some local youths who will take an interest in their activities, perhaps questioning the investigators or following them surreptitiously.

The Lovers

While some visit the tunnel for excitement or amusement, a few locals have discovered that it is an ideal place to tryst. Philip Boyle and Althea Daniels are one such couple, making routine visits to the tunnel seeking a quiet place for romance, often enough that at least a few of their friends are aware of it. They routinely pull the car a few yards into the tunnel's western entrance to keep it out of sight.

The Keeper wishing to make use of the pair has several options to employ them. They may have been delayed by car trouble; stranded overnight. Boyle has been attempting to fix the damaged motor himself while an increasingly frantic Daniels suggests they simply walk to the nearest farm for help. They might hide from passersby unless it is obvious that the investigators are not railroad employees or with the police. If the investigators take too long Daniels may have convinced her beau to abandon his vehicle.

On a more sinister note, the pair may have fallen prey to one or more dangers within the tunnel. They may have fallen victim to the spores within the tunnel, encountered a spore-deranged Ollie Knudson, been frightened or even possessed by one of the tunnel's ghosts. If they fought over whether to seek help elsewhere, it is possible that one of the pair left the other who encountered something dire.

In a happier possibility, may Boyle and Daniels have decided to run off together to be wed. Investigators will find Boyle's Metz parked about 100 feet down the tunnel from the west entrance but little more. A month later a letter arrives from the pair from New York announcing their marriage against the wishes of the couple's parents.

The Drifter

Another optional encounter, with the potential for some violence – Ollie Knudson, age 24, has left behind his native South Dakota to avoid certain legal and romantic entanglements. In his drifting he has found himself in the Aylesbury area and needing a place to say without rent or landlord, has taken up residence inside the tunnel. He has made a camp for himself in the southern maintenance room (see page 32), which is near enough to a ventilation shaft to have a little light. During daylight hours he carries away much of his meager belongings; a few larger items like his bedroll are hidden in a crate. He spends his days panhandling in Aylesbury, doing the occasional odd job, and (when needed) snatching food from unsuspecting locals.

Knudson has quickly learned Hutchinson's schedule and has little difficulty eluding him. Likewise other trespassers to the tunnel (adventurous children in particular) are unsubtle and can usually be heard long before they reach his hidey-hole. The county sheriff would likely recognize Knudson as the source of several thefts reported nearby. If the keeper so desires, Knudson can be involved in more significant crimes.

If encountered by investigators, Knudson can be very dangerous. He will initially avoid interlopers in the tunnel but if cornered he will fight in a desperate attempt to escape. If Knudson is captured and turned over to authorities it will be learned, after several days, that Knudson is wanted for his crimes in Minnesota, Wisconsin, and Illinois, the severity of which is left to the Keeper.

The Missing Scholar

Albert Baumgartner, a graduate student at Miskatonic University has discovered references to unusual fungal growths in subterranean locales in portions of central New England. As part of his research he visited several spots looking for specimens, including the tunnel.

Baumgartner may be encountered searching the tunnel, wearing a headlamp and carrying a satchel full of specimen jars and slides, humming a tune. If the investigators have been looking for him, he will explain that he'd rented a room at a local farm and has been making excellent progress in locating samples.

If the Keeper wishes for a darker option, Baumgartner might have fallen prey to Ollie Knudson, an accident, or fallen under the influence of the spores. In the case of the former, his effects will be found among Knudson's stash. In the case of the latter, Baumgartner, dirt-streaked and emaciated, may be spotted in silhouette trotting further down the tunnel away from the investigators, trying to keep out of sight and convinced that whoever is approaching him is a slavering beast hoping to eat him. He is wholly deranged and suffering from a dangerously intense exposure to the spores. If captured, he will require hospitalization; anyone making a *First Aid* or *Medicine* roll will immediately recognize his serious condition.

Should the Keeper desire to draw the investigators towards Dunwich, Baumgartner might mention that he has found some evidence that the fissures within the tunnel may be linked to a heretofore unknown cave complex of exceptional size somewhere under Dunwich.

A Beast for the Tunnel

Some Keepers may be dissatisfied with the most dangerous opponent in a scenario being a spooked watchman, an unsavory drifter, or even a ghost. In case a Mythos entity is absolutely needed, we offer the following:

Three weeks ago a Spawn of Abhoth oozed through a crevice connecting the Chapochaug Tunnel and the caverns beneath Dunwich. It was a long journey and the awful, slime-coated thing is very hungry.

The creature is about three feet long, a blue-black irregularly chitin-plated flat ovoid. Between the plates exudes slime and whip-like tendrils of sickly pale yellow, extending up to eight feet, which the thing uses to move itself and also to gather food. It can attack with these tendrils at anything within reach up to 10 tendrils per round divided between opponents as desired. Attacking tendrils tear off small bits of flesh and draw it back into the creature for digestion.

The creature's 'blood' contains large quantities of ammonia and, if injured, a noxious cloud forms. The cloud is about 10' in diameter and has a POT equal to the total damage inflicted. Failure to resist causes nausea and temporary blindness lasting 3d10 minutes.

Spawn of Abhoth – the Oozing Nightmare

STR:	15	INT:	4	CON:	22
DEX:	21	SIZ:	6	POW:	7
HP:	14			Move:	3

Armor: 5 points of chitin and plastic flesh
Attacks: Tendril 50% (x10), 1d2
Skills: Hide 85%, Scent Prey 100%

Sanity Cost: 1d2/1d6+1 points of Sanity to see.

Deeper Secrets

Ultimately it is left to the Keeper to determine what, if any, unusual forces are at play in the tunnel. There is a wide range of options to select from depending on the needs of your campaign. Consider how these options would mesh with your investigators' goal and plan accordingly. You may also use more than one and complicate the situation as you wish.

The Mundane

There is nothing there, just legends and rumor. Hutchinson is responsible for some of the stories, frightening children and wandering about with his lantern. Trespassers in the tunnel, mostly children, are to blame for other encounters; running off before they are caught. Whatever the motivating factor that drew investigators to the tunnel, they will find nothing supernatural within. Mundane encounters (with Hutchinson, Knudson, mischievous children, etc.) may (and should) still occur. The investigators are welcome to jump at their own shadows and assume the worst in the meantime.

The Unusual

While there is nothing supernatural present, a natural formation is producing some unusual effects within the tunnel. Several significant veins of quartz are producing the strange lights that have been witnessed via a process known as piezoelectricity – when certain minerals are compressed they produce an electrical charge. Under the proper conditions the quartz veins flicker or even glow briefly.

Generally these electrical displays can only be seen in near or total darkness. Investigators carrying any sort of light will only notice the lights with a successful *Spot Hidden* roll. When

seen, the lights appear to be yellow-white or orange white, dancing along the quartz vein, sometimes leaving individual crystals that remain lighted for a few seconds after. From a distance it may appear as if a light is dancing along a wall or the ceiling.

The Sanity cost to witness a piezoelectric display is 0/1 points unless a *Physics*, *Chemistry*, or 1/5 Know roll is successful, which allows the investigator to understand what they have just observed. The rock formation within the tunnel would be of interest to geologists and other academics due to the unusual impurities within the quartz producing such a vivid display.

A Genuine Haunting

Chapochaug Mountain is haunted by several spirits, all resulting from the various fatal accidents that have afflicted it since its construction. For the most part these ghosts are frightening but harmless. Suggested hauntings include:

- A steam whistle in the distance, echoing curiously. 0 Sanity.
- The typical secondary features encountered with ghosts – cold spots, a sense of foreboding, candles and small flames extinguished. 0/-1 Sanity.
- A light, much like a lantern, can be seen to bob along one set of tracks in the tunnel in the distance. It vanishes if approached. 0/-1 Sanity
- The sound of a steam train approaching can be heard until it is suddenly silenced. 0/-1 Sanity.
- Pale figures dressed in clothing decades out of date can be seen just outside the circle of lantern light only to vanish when looked for. -1/-1d2 Sanity.
- The sound of rail brakes and then the rending of metal and a tremendous crash. -1/-1d2.
- Eerie disembodied voices weep and moan, just at the edge of hearing. 0/-1d3 Sanity.

One spirit, the ghost of Patrick Donegal who caused the fatal crash of 1891, is more dangerous. Deranged and full of shame, he may attempt to possess trespassers. Should his POW of 11 overcome an investigator's POW, Donegal's spirit will drive his victim to violence against anyone nearby and then themselves. The possession lasts until the investigator is rendered unconscious or 1d4 hours later; those attacked feel an overwhelming sense of misery and suffer 0/1d2 points of Sanity loss. Anyone causing harm to others suffers 1d4 points per person injured (2d6 if they kill anyone) once they regain control of themselves. If the spirit attempts to cause his victim to hurt themselves, they may make another test of POW against Donegal to break free of his will. Donegal may also manifest poltergeist-like activity, throwing small objects (of which the tunnel abounds) around for 1d2 points of damage; for 0/-1 points of Sanity.

Those within the tunnel may fall under the influence of Donegal's ghost, including either one of the missing couple, Albert Baumgartner, or the drifter Knudson. The Keeper may employ such a possession to complicate the scenario

The Remnants of Kranoria

Chapochaug Mountain, like much of the region around Dunwich, is bisected by ancient Hyperborean power conduits, appearing much like veins of crystal in the rock. Additionally

there are cracks and voids within the mountain that connect to the accursed caverns beneath Dunwich, releasing a small amount of the baleful spores of Abhoth into the air of the tunnel.

The crystal power conduits cause strange lighting effects within the tunnel, causing some of the curious lights witnessed within the tunnel. Investigators within the tunnel have a 10% cumulative chance ever ten minutes of darkness or near darkness within the tunnels of witnessing flashing of light flickering along the walls. With successful *Geology* roll a likely vein of rock can be located; a *Spot Hidden* roll will allow the observer to catch sight of the unnatural energies within.

Additionally, the tunnel is exposed to a low dose of Abhoth's spores due to a series of microscopic cracks linking it to the caves beneath Dunwich. The spores have caused hallucinations in some of those exposed, resulting in most of the tunnel's fatal accidents. Today, the most significant source of these spores comes from a case of aged batteries stored in one of the maintenance rooms. The acidic batteries, intended for lanterns, have soaked their wooden storage box creating an ideal medium for spore growth. If examined the batteries are covered in a mass of tiny white shelf fungus of very unusual quality; a *Biology* or *Natural History* roll demonstrates the fungus is unknown to modern science.

The POT of the spores within the tunnel itself is usually 3, though when Abhoth stirs it can rise up to 6. Within the store room the POW can be as high at 10. Hallucinations caused by the spores often involve the various tragic events that have occurred within the tunnel, though whether these are caused by some psychic residue or are merely the byproduct of subconscious thinking is left to the Keeper.

A thorough examination of the tunnel (with a successful *Geology* roll) can locate faults within the rocks in the tunnel that are the source of the spores. Investigators discovering these faults may be able to infer the existence of Dunwich's cavern network; the detail of which are left to the Keeper. With appropriate mortaring and demolitions, the tunnel can be sealed against the spores, though it is unlikely that the railroad company would be willing to pay for this work or return the tunnel to service.

About the Spores

Investigators encountering Abhoth's spores should match their CON against the spore's POT. Exposure results in dizziness and slight disorientation; failure of the CON check causes frightening hallucinations costing 1/1d6 points of Sanity. Should a victim be driven insane, they will act in a violent, often self-destructive manner. Victims removed from exposure to the spores recover after 5d6 minutes; half that with a successful *Medicine* roll.

Masks reduce the POT of the spores – a simple wet rag reduces it by half, a gas-mask or respirator reduces it to 0.

(Summarized from *Return to Dunwich*)

Statistics

Erastus Hutchinson, 61 – Slothful watchman, prankster

STR: 10 INT: 9 CON: 12 DEX: 9 AP: 9
SIZ: 14 POW: 10 EDU: 8 HP: 13 Sanity: 42
Attacks: Break-action shotgun 39%, 4d6/2d6/1d6 or 2d6/1d6/1d3 if using bird shot
Fist 55%, 1d3
Skills: Conceal 41%, Mechanical Repair 36%, Sneak 51%, Spot Hidden 32%

Oliver "Ollie" Knudson, 24 – Unsavory vagrant

STR: 14 INT: 10 CON: 15 DEX: 12 AP: 13
SIZ: 12 POW: 11 EDU: 9 HP: 14 Sanity: 53*
Attacks: Fist 60%, 1d3
Small club 40%, 1d6
Skills: Hide 36%, Sneak 41%, Steal Pies 55%
* Knudson afflicted by Abhoth's spores or possessed by a malevolent spirit will have a reduced Sanity.

Philip Boyle, 21 – Youthful romantic

STR: 12 INT: 13 CON: 15 DEX: 8 AP: 11
SIZ: 12 POW: 13 EDU: 12 HP: 14 Sanity: 65
Attacks: Fist 50%, 1d3
Skills: Drive Auto 43%, Mechanical Repair 19%, Romantic ukulele 21%

Althea Daniels, 19 – Slightly more youthful romantic

STR: 9 INT: 14 CON: 9 DEX: 11 AP: 12
SIZ: 13 POW: 15 EDU: 12 HP: 11 Sanity: 75
Attacks: Hat pin 33%, 1d2
Kick 40%, 1d4
Skills: Art (Poetry) 32%, Politely Wait 39%, Yawn 94%

Albert Baumgartner, 23 – Absent-minded teaching assistant and mycologist

STR: 14 INT: 17 CON: 9 DEX: 10 AP: 9
SIZ: 15 POW: 11 EDU: 22 HP: 12 Sanity: 55
Attacks: Fist 50%, 1d3
Languages: German 99%
English 51%
Skills: Biology 63%, Prattle On Excitedly 59%

Sanity Rewards/Penalties

Locate the missing couple: 1d2 points
Locate the missing researcher: 1d2 points
Put the spirit of Patrick Donegal to rest: 1d4+1 points
Drive off/Kill the Spawn of Abhoth: 1d6+1 points
Kill an innocent (Hutchinson/ a possessed victim/ an annoying child/ etc.): 1d4 points

There are ominous stories coming down from the time of the Pilgrims about certain spots along the upper Miskatonic River; old settlements huddle close to the slopes of the hills here in this lonely stretch of land while looming over them the low mountains of Massachusetts hold their secrets still…

One such site is Chapochaug Hill, a rise east of Aylesbury, just south of the river. Fifty years ago Irish diggers dynamited a railroad tunnel through the hill, perhaps disturbing some ancient spirit in the rocks. The tunnel project itself was dangerous and many lives were lost, giving the tunnel a dark reputation, one only made worse by several fatal accidents in the years following. Ghost stories spread soon after. Passengers using the train reported seeing odd faces at the window in the darkness. Odd lights were seen bobbing along within the tunnel by work crews checking the line, thought to be the ghost of a dead switchman. Other times odd lights have been seen on the hill itself, though if these are a wayward railroad engineer or something else entirely is unclear.

Witches, Warlocks, and Legends of Old Massachusetts, 1915

Handout #2

A Letter from a Correspondent

There have been many rumors of late about spirits haunting the old rail tunnel east of Aylesbury. This tunnel runs through Chapochaug 'Mountain' – it is a glorified ridge – a place avoided by the Indian in Colonial days and rarely visited even now. Steep of slope, the hill itself is a rocky expanse covered in a scrub forest. A party of spiritualists, myself included, visited the hill and the old rail tunnel in the early spring of this year. The hill was unremarkable, but the tunnel caused a sense of dread among the members of my party. One sensitive, a young man of good character, reported feeling light-headed and dizzy and that he had the sensation of being watched by a small man, perhaps in the uniform of a railroad worker. I myself made use of a pendulum bob and could most definitely sense the presence of spirits within the tunnel. I hope to explore this place further as my time permits.

C.B., a medium

The Boston Spirit Clarion, May 1919

Handout #3

There are other places of baleful spirits in the wilderness. Along the banks of the Miskatonic, east of the ill-fated Broton, are places said to be haunted by the spirits of the damned and other infernal forces…

East of Zaman's Hill is a placed called Chapposhogg by the heathen Nipmucks and Abenaqui. They say it is a place where the world of spirits draws close to the world of men. To sleep upon it is forbidden and should game flee to its rocky slopes, then the hunt is ended. I know not what diabolic spirit inhabits that hill, but I have spoken with a peddler who had the misfortune of making camp near to this place. He spoke of seeing queer lights dance above the slope, not lanterns or torches or anything carried by the hands of men. This place should be avoided.

Thaumaturgical Prodigies in the New England Canann

Handout 4

Handouts

Handout #1

The Chapochaug Tunnel

The history of the Chapochaug tunnel begins in 1854 when engineers from the Aylesbury-Newbury Railroad surveyed the hills south of the Miskatonic River, looking for a way to shorten the length of the trip between the two towns and to avoid the flood-prone route south of Miles Ridge. The surveyors determined that a route through the ridge known as Chapochaug Mountain would be economical, requiring only slight grading and construction – so long as a mile-long tunnel could be dug.

Financial troubles at the railroad delayed the start of construction until 1858. Initial work was begun in that year and a pair of sighting towers were erected to align the tunnel (which was to be dug from both sides). A collapse in the east tunnel and the start of the American Civil war again stopped construction until 1864, when a new team of architects was brought in on the project. Work progressed slowly; the rock under the mountain being unexpectedly resistant to conventional excavation techniques and the tunnel was put on hold. It was not until after the development of dynamite in 1867 that the excavation could resume. Work on the tunnel was completed in the spring 1869, the tunnel opening a few months later. The tunnel was used for passenger traffic until 1892 and for freight traffic in 1903 when the route was replaced by a new line paralleling the Aylesbury pike.

The tunnel was notorious and widely condemned as unsafe. Thirty-five men died in the construction of the tunnel, including eleven from a single accident. The east side of the diggings were also prone the build-up of noxious gasses, resulting in the frequent collapse of diggers (their deaths at home, it is alleged, are not included in the above total) and necessitated the construction of three ventilation shafts through the rock above. Even after completion the tunnel was subjected to numerous accidents; a railroad employee checking the tracks was struck and killed by a train; two local boys were struck just inside the tunnel entrance; an engineer fell to his death from a car; another was somehow decapitated when he climbed onto the coal-car.

The most horrific accident, one that caused the end of regular passenger service, was the wreck of February 20, 1891. The engineer, for reasons unknown, attempted to stop the train mid-tunnel. The train derailed, killing eighteen passengers and three crew. A rock-fall in the eastern ventilation shaft in the fall of 1901 derailed the train again, this time killing two crewmen. This final accident was enough to cause the Boston and Maine railroad (who had purchased the Aylesbury-Newbury railroad in 1881) to close the tunnel for good.

The tunnel remained a dangerous place even after its closure. Local children and teens were drawn to explore its dark places (in no small part due to the rumors of it being haunted) and in the intervening years at least three disappearances have been linked to it. The only definite death in the tunnel since its closure was in 1909, when Harrison Porter of Dean's Corners apparently fell down the western ventilation shaft. Local youths continue to utilize the tunnel as a place to dare each other to walk its length or as a rendezvous away from prying eyes.

Aylesbury: A Century of Progress

Handout #1

An Encounter-

Mr. Pickett Goes a Huntin'

This encounter can take place in any rural location when investigators get off the main roads, such as "Wasted Youth" from *Adventures in Arkham Country*, "Watcher in the Valley" from *Tales of the Miskatonic Valley*; alternately it may serve as an encounter near Dunwich. It is an application of Chandler's Law[3] for when a scenario lags, when players have become distracted, or have lost their way.

Tally Ho!

The encounter begins with a shot – the party is startled by the crack of a rifle. Have investigators make a *Luck* roll, with whomever fails the roll by the greatest amount being subject to a very near miss by Mr. Pickett's rifle. Should an investigator roll a 98 or greater, they are instead grazed for 1D2 points of damage. Allow the players a moment of confusion before they hear the barking of two approaching dogs.

A moment later, bursting through the undergrowth are two yelping hounds (an *Idea* roll notes that they are wearing collars) that pause for a moment before resuming their cacophonous cries, now directed towards the investigators. Investigators may react, perhaps fleeing or attacking. The hounds will not attack unless they are attacked first. Investigators making a *Spot Hidden* or *Listen* roll will notice that the hounds are being followed by a man who appears to be shouting for them.

Depending on your game, there are several options for how this encounter progresses…

Options

Hunting

{This is the default option, which assumes Pickett to be a normal person with normal motives and goals.}

The figure arrives a moment later. It is a man dressed in overalls and carrying a rifle. If the hounds have been attacked he will raise his rifle and, after calling off the dogs, demand the investigators hold their fire. If the investigators refuse he will fire a warning shot into the air but will only attack the investigators if he himself is attacked. If either of the dogs is killed, no conversation will ensue and Pickett will contact the sheriff's office to complain.

Assuming he and his dogs are not assaulted, the man will order the dogs to sit and then introduce himself as Jerome Pickett. He add that the two dogs, Dwight and Poplar, caught a scent a while back and he was in pursuit. He is apologetic for the near-miss, doubly-so if someone was grazed; should first-aid still be required he will offer it.

If asked about his quarry, Pickett says it was a deer – a big doe by the looks of her – and that he was hoping to use her to supplement his larder. He owns a farm nearby and while technically this land is not his, not to put too fine a point on it, he suspects that the investigators are not exactly here by invitation either. (To complicate matters, the investigators have trespassed on Mr. Pickett's property and he could demand to know why they have strayed onto his land.)

In either case, Pickett is a reasonable individual and should serve only to provide a bit of color for the scenario. If the investigators are lost or in need of aid, he will provide it within reason; in a crisis he can escort them back to his farmstead

[3] "When in doubt, have a man come through the door with a gun in his hand."

where he can send out his hired man Bill to fetch the doctor, the sheriff, etc. He is familiar with the area and can provide directions or whatever clues the Keeper needs to have related to the players to get the scenario moving forward again.

Afflicted by spores

{This is a more dangerous option and works best nearer to Dunwich; if that is unlikely, Pickett might instead simply be intoxicated by tainted homemade moonshine. See page 38 of this issue for more information on the effect of the spores.}

Poor farmer Pickett and his dogs while out hunting recently passed near one of the many small caves in the vicinity of Dunwich and have become exposed to the hallucinogenic fungus that emanates from beneath the earth there. Both man and beast are not wholly lucid and will, after a moment, begin to have vivid and terrible visions of the investigators turning into horrible monsters. Unless the investigators can succeed on a *Fast Talk* roll (chances are doubled if a *Medicine* or *Psychology* roll is made, indicating that the investigator realizes that Pickett is seeing thing and likely delusional) Pickett will scream in terror and raise his rifle at the investigators. Even a failed roll causes him to hesitate for a round (allow for *Dodge* rolls as requested), otherwise if no attempt to calm him is made he will fire. If Picket is attacked the dogs will defend him.

Assuming he is calmed or subdued, Pickett will require sedation until the effect of the spores has passed; the same is true for his dogs. He has been wandering aimlessly for the better part of a day (or longer if the Keeper desires) and is dehydrated.

Should he be rescued from the effects of the spores, Pickett is grateful but can offer little in the way of a reward. He can recall his general location when he was exposed, if the Keeper desires, revealing whatever entrance to the Underworld is wished.

Chasing a Beastie

{Sometimes an unrelated combat can enliven a sluggish session.}

Farmer Pickett has had a repeated trespasser on his farm these past few weeks – something that he taken over a dozen chickens and two goats so far. While he thinks the thing preying on his farm is a stray dog, it is in actuality a bobcat, and a large one at that.

The bobcat is mundane, but far from easy prey. Should the investigators decide to help Pickett it is likely to require multiple *Track* rolls as well as perhaps *Spot Hidden* and *Luck* rolls. Should the cat be killed or driven off, Pickett will be most appreciative and will reward the investigators as well as his meager resources allow – he may provide an important lead, give them a puppy from his dog's litter, a bottle of strong moonshine, or simply be a friendly face in future visits to the area.

The *Most* Dangerous Game

Crazy old man Pickett *loves* hunting. In the years since his wife… died… he has spent more and more time on the hunt with his hounds. Soon though the animals he once hunted – squirrel, deer, raccoons, even fishers – failed to challenge him and he began to grow bored. When he discovered an escaped convict sleeping in his barn two years ago fate presented him with a novel solution; he has been hunting humans even since. Unfortunately not many opportunities have availed themselves by chance, so he has been arranging his own hunts with the help of widow Pollard, who lives near Dunwich center. The old woman has quietly let it be known that she knows of work for children grown too large to feed but too young to work the land. The parents receive a small stipend for

their loss, of course, and the children will be given a roof and three square meals a day. This is, of course, a lie, as demonstrated by the growing line of burials behind Pickett's farmhouse.

Jerome Pickett, 61 – Agitated farmer, poor shot

STR:	13	INT:	12	CON:	12	DEX:	13	AP:	10
SIZ:	11	POW:	11	EDU:	9			HP:	23

Sanity: 55/44*/0†

Attacks: Fist 53%, 1d3
Rifle 24%/59%†, 2d6+1
Skills: Sneak 31/59†%, Spot Hidden 38/59†%, Track 41/73†%
* If poisoned by spores. † In the case that he is a serial murderer.

Dwight and Poplar, 4 – Loyal hounds

STR:	10	INT:	4	CON:	12	DEX:	16
SIZ:	5	POW:	7	db:	-1d4	HP:	9

Attacks: Bite 30%, damage 1d6-1d4
Skills: Bark 90%, Listen 65%, Spot Hidden 44%, Track 53%

The Bobcat – Wily predator

STR:	11	INT:	3	CON:	14	DEX:	20
SIZ:	4	POW:	6	db:	-1d6	HP:	9

Attacks: Bite 20%, 1d4-1d6
Claw x2 40%, 1d3-1d6
Rip 80%, 2d3-1d6 (Only if both claw attacks succeed)
Skills: Climb 90%, Hide 80%, Sneak 90%

Jacob Dunstable, 13 – Terrified prey

STR:	8	INT:	11	CON:	10	DEX:	14	AP:	11
SIZ:	6	POW:	12	EDU:	5	db:	-1d4	HP:	8

Sanity: 51

Attacks: Fist 50%, 1d3
Makeshift Club 25%, 1d4
Skills: Climb 79%, Hide 25%, Listen 44%, Jump 53%, Run! 60%, Spot Hidden 31%

Annotated Scenario Bibliography – *The Aylesbury Pike*

There are a great many scenarios set in greater Lovecraft Country, several of which make use of the Aylesbury Pike or at least anticipate investigators making use of it. The scenarios included in this list are those where events occur in or around the Pike, not just those taking place at points along it, or scenarios where the investigators are likely to frequently travel the Pike and therefore might have some encounter along that road. As with any such list, inclusion is subjective.

Behold the Mother (*Dead Reckonings* – OOP)
by Richard Watts

Summary: A young woman is found dead in Arkham, leading investigators to the trail of a Shub-Niggurath cultist from Dunwich and her plans to unleash a malign new godling upon the world.

Locations: Arkham, Dunwich

Entities: A witch, her deformed son, her nightmarish demigod grandson, and possibly Shub-Niggurath herself.

Tomes: *Nameless Cults* (Bridewell edition)

Notes: A strong scenario using both Arkham and Dunwich well, the scenario has the possibility for the investigators to seek out the witch on her walk from Dunwich to Arkham. The victim may be introduced during early scenarios, making her death more shocking. Arkham may also be easily substituted by Aylesbury or other locations in the region. (*Dead Reckonings* is unfortunately out of print and not available digitally.)

Engine Trouble (*More Adventures in Arkham Country*)
by Tom Lynch

Summary: A breakdown leads the investigators to the pursuit of an accursed automaton.

Locations: Somewhere along the Aylesbury Pike; specific location is left to the Keeper.

Entities: Harrowers, the Armageddon Engine

Tomes: None

Notes: A short scenario that can be placed anywhere in Lovecraft Country (or beyond) this is a relatively stand-alone affair involving a very dangerous bit of Renaissance clockwork and the malign influence of Nyarlathotep.

The Dig (*Terrors from Beyond*)
by Brian Sammons

Summary: Miskatonic University students participate in an archaeological, anthropological, and botanical research expedition in Dunlow, Massachusetts, a rural farming community. When they discover traces of the Hyperborean people, mayhem ensues.

Locations: Arkham, Dunlow (a small village 30 miles west of Arkham, north of the Miskatonic)

Entities: Voormis, Parasitic Spawn of Tsathoggua, malevolent rustics, diabolical academics

Tomes: *"The Black Tablet"*

Notes: Like "Watcher in the Valley" below, archaeology is always a dangerous profession. A large number of NPCs might

challenge some keepers, but the scenario's use of non-traditional investigators (MU students rather than detectives and professors) is a welcome and interesting change. Should the villain of the scenario escape, they may provide the impetus of a short campaign.

Freak Show (*Tales of the Miskatonic Valley*)
by Kevin Ross, with Todd Woods

Summary: Misfortune besets a small carnival that recently made news with its new exhibit – Fish Boy. The investigators tangle with multiple groups interested in this sideshow freak and the dark secrets of his origin.

Locations: Arkham, Bolton, Aylesbury

Entities: Deep One Hybrids, circus animals, carnies, and unfortunate crew.

Tomes: None

Notes: An unusual setting makes for a memorable scenario, as the Nicholas Carnival travels from town to town under a cloud of misfortune and death. While the Carnival is the primary focus of the scenario it can be used to introduce locations outside Arkham to the campaign. Strong hooks can lead to Miskatonic University, Innsmouth, and beyond.

Wasted Youth (*More Adventures in Arkham Country*)
by Christopher Smith Adair

Summary: A schoolboy under the malign influence of a Hyperborean magician infects others with his taint and attempts to lure them to their doom to resurrect his unknown master.

Locations: Arkham, the countryside west of Arkham (likely Billington's Woods).

Entities: "A Hyperborean nightmare creature", Deranged Boy Scouts, a resurrected sorcerer, bits of Formless Spawn

Tomes: None

Notes: The finale can be moved closer (or even in) to Dunwich as desired. A scenario that will challenge investigators due to the youth of its antagonists; the guaranteed death of at least two children might be highly disturbing to some.

The Watcher in the Valley (*Tales of the Miskatonic Valley*)\
by Kevin Ross

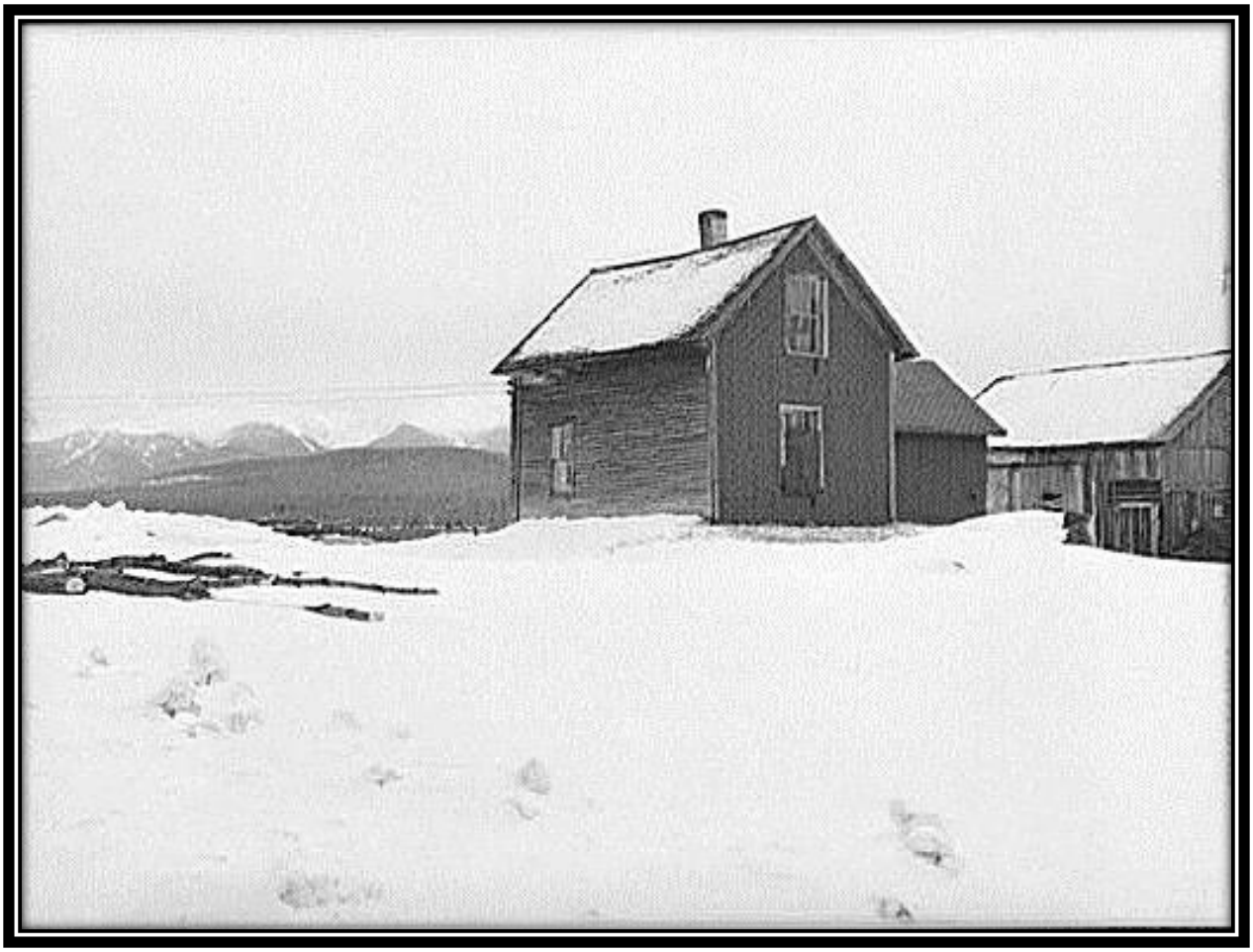
Summary: Danger stalks an archaeological dig along the upper Miskatonic river which is investigating a ruined site haunted still by the Lloigor who once ruled the area.

Locations: East of Dean's Corners

Entities: Lloigor, animated skeleton, Will-o-the Wisps, a summoned Star Vampire,

Tomes: *Studies of the Indians of the Miskatonic Valley*

Notes: A sandbox scenario in part, providing a few memorable set-pieces along the way. Characters are expected to be members of an archaeological excavation of an Indian settlement near the Miskatonic River and the Aylesbury Pike. Keepers may have some difficulties handling the dozen or so NPCs involved in the scenario.



Snow blankets a lonely farmhouse near Dunwich…

the source of the strange footprints was unknown

The Arkham Gazette is a hypothetical periodical produced by Bret Kramer for no particular reason other than he was in the mood. Whether or not I make future issues depends greatly on how much interest this prototype receives and how much time I have to work on future issues. Comments, questions, suggestions, submissions, and all types of feedback can be sent to ArkhamGazetteMagazine@gmail.com.